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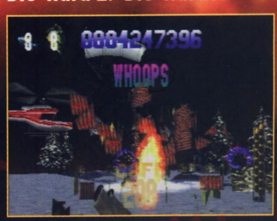


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Die Hard



Die Hard 2: Die Harder





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COMPUTER AND VIDEO GAMES #186 MAY 1997

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KING OF FIGHTERS '96



THE MOST IN-DEPTH FIGHTING GAME EVER! ONLY A TRUE GAMER WILL BECOME KING!

SAT

MICRO MACHINES V3

ONE OF THE BEST GAME SERIES EVER IS UPGRADED FOR THE PLAYSTATION! WOW!

PS



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EXHUMED



PS

THE PLAYSTATION FINALLY GETS *EXHUMED* – LOBOTOMY'S MASTER-PIECE! IT'S THE GAME THAT REALLY DOES OUT-DOOM DOOM!

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ARC P82



VAMPIRE SAVIOUR!



ARMADILLO RACERS!



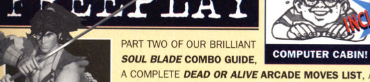
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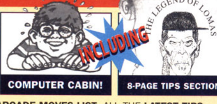
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THE HOTTEST ARCADE GAMES DIRECT FROM JAPAN!

16 PAGE FREE PULL-OUT !!





COMPUTER CABIN!

8-PAGE TIPS SECTION

PART TWO OF OUR BRILLIANT ***SOUL BLADE* COMBO GUIDE**, A COMPLETE ***DEAD OR ALIVE* ARCADE MOVES LIST**, ALL THE **LATEST TIPS** INCLUDING *TUROK* AND *TWISTED METAL 2*, FANTASTIC **DRAWINS'** BY OUR VALUED READERSHIP, PLENTY OF **HIGH SCORES** TO CHALLENGE, **CLASSIFIED** ADVERTS FOR OLD GAMES, AND NOT FORGETTING THE **COMPUTER CABIN!**

SOUL BLADE GUIDE PART 2



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HEY BUTT-HEAD, WHAT ARE WE DOING AT THE BACK-END OF THIS COMIC? IT LIKE, STINKS OF TURDS DOWN HERE.



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EASY REFERENCE TO EVERY GAME IN CVG.

NEW ISSUE OF CVG NOW LOADING...

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EDITORIAL

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© Capcom

Welcome to another action-packed issue of the world's greatest video games magazine! I usually hate to write such cheese, but in this case I believe an action-packed issue is exactly what we have produced. Of course this has a lot to do with the current wave of software being so high class that we have to mind our manners in its presence!

A recent Activision press conference genuinely renewed my faith in dedication toward originality in games, while retaining ingredients from the classics. That event also brought home the real excitement surrounding projects involving Hollywood talent, which can only come from big budgets. Yep, it's probably about time that we started to feel happy about major production costs and huge corporations overseeing this industry. So long as the heart is there (which it is).

By the way, my apologies for the lack of Saturn coverage in last month's issue – there just wasn't the same level of high profile of titles. This issue more than makes up for that, especially since the Number One Game of the AOU is destined for Sega's 32-bit powerhouse: *Vampire Saviour* (*DarkStalkers 3*)! Voted better than *Street Fighter 3* – you'd better believe it!

Last thing of importance: CVG has moved offices. From now on here's where to find us.

Paul

37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON E14 9TX

CVG - LOST AND FOUND DEPT.

It's a year since Computer and Video Games enjoyed a thorough revamp. That is we changed an awful lot about the magazine, an event which most people liked but, of course, some didn't.

We switched from a percentage rating system to the now famous High Five. To back that up we tightened up the way we present the information in the magazine, enabling us to highlight crucial details while blowing you away with incredible screen-shots and amazing game art.

There are a few devices used in CVG to help readers find their way around the magazine. These were explained back in issue #174. However we realise a large number of people reading this are either completely new to CVG, or have started to buy the magazine in the last year. So for everyone's benefit, here's how everything works once more.



1. SIDE BARS

These are for quick reference when flicking through the magazine. The type of feature – Review, Coming Soon, or Special – is printed at the bottom. The logo for each game system is always at the top. For Reviews we just use the name of the game, whereas in Coming Soon we draw you in with the game's most exciting feature(s).

2. SCREENSHOT!

If the side-bar info fails to register anything at all, we know that a cool slice of action might help. Here's where we like to put a typical, hopefully quite awesome, screenshot for super easy reference. Does it look like your idea of fun?

3. INFO BOX

Start here for need-to-know basic facts, such as the game's developer, who's releasing it, how much it costs, and what format it's on – CD, cartridge, or maybe even Bulky Drive sometime soon.



4. REVIEWER COMMENT

Find out what the reviewer's personal view of the game is, after reading the facts they point out on the rest of the page. We spend too much time (ask the designers) trying to find everything there is to know about a game before forming an opinion.

5. OVERALL

Our final say so, as generally agreed by one and all on CVG. The High Five system is explained in detail elsewhere, but it's generally based on our response to a game. This is how much we really recommend this game, at this point in time.

CVG RATING SYSTEM



5...EXCELLENT — Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.



4...VERY GOOD — Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality. Buy it and believe!

3...GOOD — Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2...PRETTY BAD — Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1...VERY POOR — Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

WE ONLY LIVE TO SERVE

The reason we don't use the same review system as just about every other games magazine on the planet is simple: ours is honest, and direct. You have to remember that CVG has been around for over 15 years now, and has adopted numerous score systems. We lost percentages because they were often misleading, and ill-suited to most modern games which get closer to Hollywood grandeur each month.

We're not just rating 'sound' now, as this important area of presentation now includes professional recording artists, and Dolby Surround Sound atmospherics. Same goes for 'Graphics', and 'Animation' – we're judging work that is comparable to the best stuff Disney, Spielberg, and Lucas has ever done. We judge the whole experience, and the High Five is perfect for that.





***Final Fantasy VII* is one of the best-looking pieces of audio/visual entertainment that has ever been. You don't need percentages to figure that out!**



Could be a pixel or two out of place here. Should lose one percent for that. But then we gave the 'sound' 97, and the 'graphics' are much better... (!)



This is just bad, okay, BAD! We could point this out using 20 or 30 pieces of a hundred. But we can do it just as easily with one of five.

CVG's only concern is that YOU are getting the best possible help and advice about the games you play. Our entire system of doing things – not just the overall score – is geared to perfect that service. We are always willing to listen to any problems you may have with the magazine, so please don't hesitate to drop us a line and let us know how we can do CVG better.

THE ONE AND ONLY COMPUTER AND VIDEO GAMES EDITORIAL



PAUL DAVIES — EDITOR

CURRENT FAV GAMES:
- FINAL FANTASY VII
- VAMPIRE HUNTER
- CASTLEVANIA X
- ELEVATOR ACTION
- RAGE RACER

Everyone seems to have a real downer on games here at CVG at the moment, except for Paul, Tom, Mike, Ed, Steve, and Alex. This month Paul has been continuing his mission to have everyone on CVG play *Vampire Hunter*. And competing against other *Final Fantasy* nuts to get through *FFVII* – a very long process! Naturally Vampire Saviour is high in Paul's priority list, and he's looking forward to getting the batch of Sega RPGs underway sometime soon.



TOM GUISE — DEP EDITOR

CURRENT FAV GAMES:
- LEGACY OF KAIN
- QUAKE
- MICRO MACHINES V3
- TEMPEST 2000
- TETRIS JNR

Quake. That's all you ever hear about from Tom – how it's the best thing ever and we all should play it. Maybe so, but we should all play it quite a lot better than Tom who is, by anyone's standards, rubbish. Of course we only print these things to hurt his pride. Just to remind him that he still has an aspect of his character that you could class as pride – after it has been demolished beyond all recognition by The Master and his minions. This isn't supposed to make sense to anyone except Tom.



ED LOMAS — SENIOR STAFF WRITER

CURRENT FAV GAMES:
- QUAKE
- MICRO MACHINES V3
- FIGHTERS MEGAMIX
- NIGHTS
- BARBIE

You know Ed almost had us worried this month, as he declared a disinterest for video games – only playing until 2:00 am most evenings. Gladly he's back on the habit again, clocking up more hours than most peoples' best high scores on *Ray Storm*. And we're expected to feel sorry for him when he's tired and in need of a cola fix. Which brings us around to thinking that it might be a good idea if you all send in loads of sugary foods for Ed's consumption. He'd work 10x faster!



STEVE KEY — SENIOR STAFF WRITER

CURRENT FAV GAMES:
- QUAKE
- MICRO MACHINES V3
- RAGE RACER
- SOUL BLADE
- PERFECT STRIKER

Our very own Doctrine Dark look-a-like has made all the difference to the way we work on CVG. Like he's organised for one thing (organisation was a hitherto alien concept here). So how has this changed things? Well, for a start, we have managed to reduce the design team's fury gauge from Critical to merely Annoyed. We think. And the dress code seems to have improved, since Steve is usually so neat and clean. 'The Steve Key Guide To Flawless Living' is already underway.



ALEX HUHTALA — STAFF WRITER

CURRENT FAV GAMES:
- MICRO MACHINES V3
- CASTLEVANIA X
- ISS PRO
- THEME HOSPITAL
- FINAL FANTASY VII

It's got to be said that Alex gets a pretty good deal out of working for CVG. He blags all the best freebies (film previews, toys, etc) and gets all the best games to write about. That is, Alex believes he has the best games to write about, only the stuff he tends to go for the rest of us wouldn't touch with a ten-foot pole! Which is all perfectly fine of course. And, as the saying goes, it takes all sorts. Soon as Alex's stuff begins to get genuinely offensive we'll be sure to confiscate his *Tetris Jr.*



JAIME SMITH — ART EDITOR

CURRENT FAV GAMES:
- TETRIS JNR
- MICRO MACHINES V3
- SF EX
- SF 3
- MARIO 64

"*Street Fighter 3* is boring. *Vampire Hunter 3* looks boring. *Mario Kart 64* is boring. *Tekken 3* is dull. *Final Fantasy* is dull. Ed Lomas is very dull. I have no interest in *Vampire Hunter*." So says Jaime, respected Art Editor on the world's most sought after video games magazine. This, even after Capcom told our correspondent in Japan how they especially loved the way Jaime designs their pages. Well, when Capcom invite us round to their house for tea Jaime doesn't have to come.



MIKE NEWSON — DEP ART EDITOR

CURRENT FAV GAMES:
- QUAKE
- QUAKE MISSION PACK
- MARIO KART 64
- MASS DESTRUCTION
- PERFECT STRIKER

It's a miracle that Mike made it into the magazine this month, what with disaster lurking around every corner. Mike's the kind of guy who walks around with a 10-ton anvil hovering over his head. When it rains it bloody well hurts. And Mike goes, "told you so". Metaphorically speaking of course. Also metaphorically speaking, the rest of CVG dedicate every minute to constructing said anvil. We're hiring out some scaffolding to make the next one. It's gonna be big. Nyak! Nyak!





"THE GREATEST MULTI-PLAYER GAME FOR THE PLAYSTATION"
94% - PLAYSTATION PLUS

"MIND YOU, WE SAID THAT YESTERDAY."

MAXIMUM MULTI-PLAYER RACING



BREAKNECK RACING FOR 1 TO 8 ADDICTS



NEWS

[NINTENDO 64 ATTACKS!]

After months of waiting, UK gamers finally have the chance to experience the official PAL Nintendo 64 after it hit the streets on March 1st – and promptly sold out!

Following the near year-long pre-release build-up, good initial sales were only to be expected, but such a sensational response came as something of a surprise. Stores across the country reported sell-outs on the first day, some within minutes of their doors opening! And from the bigger stores such as Virgin Megastores and HMV Level One, if you hadn't pre-ordered you didn't stand a good chance of buying the machine.

From a pure machines-off-the-shelves point of view, the UK N64 launch was a success. However, not everyone is so convinced by this result, mainly because the initial shipment of N64s totalled a meagre

OFFICIAL UK MACHINE ARRIVED MARCH 1ST! ALL MACHINES SOLD OUT IN MINUTES

20,000 machines. And initial sales surges can always be put down to early adopters.

Sega in particular, have voiced their opinion, following suggestions that the battle for supremacy is now a two horse race between PlayStation and Nintendo! Sega, with a European user base of 900,000, say they are still the most potent competition to Sony, and predict another million Saturn sales across Europe (around half that in the UK) this year. This in comparison to Sony's prediction of another 2.5 million PS sales this year. Nintendo's UK distributor THE, target 400,000 N64 sales by January 1998. Sega said recently in CTW, "The three-way battle will start in September when THE has to start selling to less dedicated consumers. They won't find their way onto too many Christmas lists at £249."

Meanwhile Nintendo predicted they would have worldwide sales of six million by March, which is half of the PlayStation's current worldwide sales figures. We can see whether that turned out to be the case next month.

NEWS NUGGET! Nintendo have stated that *Metroid 64* is not in development at this time!

HMV

ARE YOU THE UK'S NO1 GAMES PLAYER?

Make sure you buy Computer and Video Games next month, because it contains news of a big opportunity for you.

One of the world's largest retail outlets, HMV, in association with yours truly, CVG, is joining forces for the HMV/CVG Challenge. Full details will be revealed next issue, but we can tell you now that the UK's best players had better start honing their skills in the hope of winning major prizes. Discussions are underway to establish the very first HMV/CVG Challenge game. Very soon around 10-12 HMV stores up and down the UK will be previewing the one of the hottest games around. This will be your opportunity to get practicing for the preliminary rounds, the winners of which will receive an all-expenses paid trip to the finals at HMV's flagship games store – Level One, Oxford Street, London! This could change an awful lot about our somewhat mediocre games market. The HMV/CVG Challenge is going to be huge! You will want to be involved! But until next issue, watch this space.



[NINTENDO REWRITEABLE CARTRIDGE!]

This summer Nintendo are releasing a new Super Famicom game exchange system in Japan. By purchasing a special blank cartridge for Y5000 (approx £25) you can copy your preferred game on to it. Whereas a new game would usually cost only about 3,000 to 6,000 Yen, the copied soft will only cost about 1000 to 2,500 Yen. Users will need to go to a special store (around 10,000 nationwide) such as Toys-R-Us to have the game copied for them, but they can use the same cartridge again and again, so once they finish one game they can have it overwritten with another. Nintendo promise a selection of around one hundred games will eventually be available!

[SATURN AND N64 GET QUAKE!]

Both the Saturn and Nintendo 64 versions of id Software's *Quake* are up and running and looking fantastic!

Lobotomy have been working on Saturn *Quake* for the last few months. Everything is going to be the same as the PC version – full 3D levels, enemies and items with real-time coloured lighting which actually improves on the PC game! Those who've played the Saturn game say that it's amazingly close to looking like the PC version and runs at a high speed already! Hopefully we'll have a copy of the game in time to do a full feature next issue!

John Carmack of id Software recently announced how well *Quake 64* was coming on, saying that it looks a lot like *GLQuake* (the 3DFX-enhanced version of the game) at 30 frames per second! They've currently got DM5, The Cistern, running perfectly with the brilliant translucent water effect from *GLQuake* and *Turok*, plus coloured light sources and anti-aliasing to smooth out all of the textures! As John Carmack says "The biggest pain is the tiny size of the cartridge. I am going to implement some more space efficient file formats, and all the maps are going to have the non-essentials crunched out, but we are still not going to be able to fit as many on as I would like". The current plan is to have some modified original levels, some from the extra level packs plus some specially made for *Quake 64*! Can't wait!





PC screenshots shown.

[THE REAL SONIC COMING TO SATURN!]

As we went to press the Tokyo Game Show, starting on April 5th, had yet to happen. However, news of what's going to be there is sensational!

Word is that *Virtual On 2* on Model 3 will be unveiled, together with an RPG from *Panzer Dragoon* creators, Team Andromeda. *Virtua Fighter 3* on Saturn is also claimed to make an appearance. If that's the case, we'll also see the add-on that will power *Saturn VF3*.

Exciting as this may sound, it's not the biggest story. Sonic Team have a 'major announcement' to make at the show. Many believe it's *NiGHTS 2,* however we've received word that it is indeed *Sonic the Hedgehog*! Following the canned *Sonic Extreme* and the reasonable *Sonic 3D*, fans have been hollering for a genuine Sonic Team version. And contrary to rumours, we've been told it features 2D sideways scrolling gameplay, albeit with 3D backdrops – similar to *Pandemonium* or *Clockwork Knight*. AND it uses an enhanced version of the *NiGHTS* engine! Expect a full report next month!

[*ZELDA* COMING TO 64DD AND CARTRIDGE!]



With rumours flying about whether *Zelda* is coming to 64DD or cartridge, Nintendo's publicist Yoshio Hongo has said that it will be released on both!

The cartridge version is set for Japanese release by Winter this year, with the 64DD version to follow next year. The most important news though, is that both games will be radically different from each other. In fact, there are different teams working on each game. Exactly how the games will differ, and what part the 64DD writable memory system will make to this, is still unclear. But we're going to keep following this story closely.



[SUCKERS!]

In case you didn't know, there's a long-standing CVG tradition of putting some evil April fools jokes in the April issue of the magazine. Last month we had a few which drove hundreds of readers mad!

For a start there was the *Tomb Raider* cheat to make Lara Croft take all of her clothes off, where you needed to dance along to a friend tapping out the Spice Girls tune Wannabe. While it may sound completely ridiculous, we had LOADS of letters and phonecalls from readers who'd spent hours trying to get it working, as well a fair number of enquiries from people working in the games industry! Ha ha!

Then there was a little something in the New Games section called *Ultimate Fighting Universe* – a game combining the four biggest 3D fighting games around! There were a few clues in there to help you figure it out – it's by a company who's name is Japanese for April, their European Marketing Executive's name is an anagram of April Fool and there's a character in the game called Pedro – star of last year's *Mortal Kombat* April Fool! Again, lots of people pestered us about this, including one bloke who sold his copy of *Tekken 2* in readiness. Whoops!

And then there was a slightly more subtle one in Checkpoint – a show at the Tokyo Eggworld where you can pick up as many free unreleased games as you want? What a load of idiots!



Naked indeed. You saps!

[NEWS FROM TOKYO TOY SHOW 1997]

Held from the 19th to the 23rd of March at the Big Site was Japan's largest toy show – the Tokyo Toy Show. With over 135 exhibitors, more than 35,000 toys and an expected attendance of over 100,000, it ranks alongside some of the world's largest exhibitions.

This year was a little different from usual, as the usually high number of computer game companies has been greatly reduced, as they have now moved to the Tokyo Game Show. This makes it now almost exclusively toys, toys and toys.

The dominant themes and popular characters are as follows. Space permitting, we'll show some of the items in more detail next month.

- **TAMAGOCHI: Yes! It's going to bigger than ever before. No longer limited to just the egg-shaped key holder, the little beasties have spawned themselves a whole new genre. From cuddly toys to portable phones, expect this year to be "The Year of the Tamagochi"!**
- STAR WARS: Gearing up for the release of the Special Edition, many toy makers are already unveiling their wares for all to see. Everything was here from those famous action figures to limited edition, full-size storm trooper body armour.
- **JURASSIC PARK: THE LOST WORLD: Another big movie title that's sending the Japanese dinosaur crazy again.**
- POCKET MONSTERS: With the release of a television series soon and the possibility of a new game version, this very popular icon of every boy's dream is hot stuff over here at the moment!
- **GAME GOODS: Other computer game characters that are currently making a name for themselves in the toy industry are: *Sakura Wars*, *Virtual On*, *Mario Kart 64*, *Kirby* and *Final Fantasy*!**

WIN AWESOME 55-GAME LCD KEYRINGS!

***Tamagoch* isn't the only pocket toy craze in Japan. Currently, all types of miniature LCD handhelds are causing a storm among kids and businessmen alike. They aren't like the bulky LCD toys we get here, but are super-stylish key-ring sized gadgets – and the games are totally brilliant!**

Last Christmas the most popular *Tetris* keyring totally sold out and people had to make do with the *Space Invaders* version. We've own some of them here, and possibly the best is the *55-Game-In-One*. This contains four game types, divided into 55 variations, including an identical version of the sell-out *Tetris*, a *Galaxian* style shoot 'em up, a vertically scrolling driving game and classic *Snake*!

The best news is, we're in touch with a company who are actually shipping these ultra-cool toys over here. FIRE already have the *55-Game-In-One* keyrings in stock and have offered us FIVE to give away. Just tell us what *Tamagoch* means (hint: answer is in issue 184) and send to:

HANDHELD FUN COMP,
CVG, 37-39 MILLHARBOUR,
ISLE OF DOGS, LONDON, E14 9TZ.

FIRE





We'll select the winners randomly.

Incidently, our friends at Fire are also planning to import *Tamagoch* and the new Tamagoch 2 (which lets you grow dinosaurs!), as well as other keyring games. They also stock a wide range of game add-ons, from steering wheels, joypads and N64 cartridge convertors. If you want to get in touch with them, call **01302 751428.**

[PLANET PERIPHERAL COMPO]

Multiplayer gaming has never had it so good! With *Micro Machines V3* burning up the PlayStation, and *Mario Kart 64* expected in June for N64, it's time to reach for those extra controllers.

Knowing that many of you don't have the cash to invest in such a luxury, leading hardware and software distributors Planet Direct are handing out a limited supply of free gear to people who phone them on this number: **0171 537 9501**. The list of items available includes: coloured controllers for PlayStation; Mad Catz steering wheels for PlayStation and N64; SCART cables for Saturn and PlayStation; plus light guns for PlayStation, and more! If this seems like an opportunity you'd like to have regularly from Planet Direct and CVG, write and let us know.

PLANET Distribution

Amazing how CVG readers always sense a shift in the magic aura which drives us. That is, a few of us here are completely hooked on the *Final Fantasy VII* sensation which is taking the world by storm. It's a strange coincidence that a fair proportion of our mail relates to RPGs, and, in particular, *Final Fantasy VII*. Even Daniel Hassany's 'essay' on game music names a couple of Square RPGs. Elsewhere people are agonising over whether they should get rid of their 32-bit system to raise cash for an N64. While we're here, and to anyone who is considering the same thing, allow us to say just this: What are you, NUTS?! All these people wanting to abandon so many great games already. And with more to come. Krakatoa!

Please send your letters to:

MAIL BAG,
Computer and Video Games,
37-39 Millharbour,
The Isle Of Dogs, London
E14 9TX

We regret that no personal correspondence can be entered into. Not even if someone offers us 1,000 free N64s.

MAIL

WISE UP SONY – RPGS RULE!

Dear CVG,

I am a RPG loving PlayStation owner and want to get my point across about the lack of decent role-players available for the machine. I have had my console for a while now and before I purchased it I owned a SNES – a brilliant machine with top RPGs like *Zelda*, the excellent *Secret of Mana*, *Soul Blazer*, Dungeon Master (my fave), the list goes on and on. Why can't games like these be available for the 32-bit console?

I'm aware of the growing range of adventures like *Tomb Raider* (which I own) and *Warhammer* (RPG/strategy), but true, top quality RPGs? The only ones I can think of are *Suikoden* and *Final Fantasy VII*, and those are really adventures.

I'm now missing my SNES so much I decided to buy it again, and hopefully some new new Role-players like *Chrono Trigger*. I just hope Sony can wise-up and cater for the growing demand for RPGs in the UK, and I can assure you that me and the many other fans will be flooding the streets.

Mark Lucas, Edmonton

CVG: Sony are almost ready to announce their plans for *FFVII* in the UK. By the way Mark, you're wrong to class *Suikoden* and *FFVII* as 'adventures'. They're closer to being true RPGs than *Secret of Mana*, *Soul Blazer*, and *Zelda* which *are* action adventures. Oh, and steer clear of the area near our office if you intend 'flooding the streets' with many other fans!



ALL'S WELL THAT ENDS WELL

Dear CVG,

I am writing partly to tell you of my enjoyment of issue 183, it was a very good issue. I bought it because I am, to be truthful a bit of an RPG fanatic and I couldn't resist your review of *Terranigma* for the SNES. I liked the review so much I decided to buy the game straight away. Brilliant, I thought.

One of the other things that really caught my eye was the section about next month's magazine, at the top to the list of games to be reviewed was *Final Fantasy VII*. Now I have been an avid fan of the *Final Fantasy* series since the American *Final Fantasy II*, so I knew that I WOULD buy this issue of CVG.

The 12th of February came, I rushed to the shop at maximum speed and bought that marvellous gift of the gods, CVG issue 184. I turned to the contents pages, my hands shaking with excitement! But Nooooooooooo! It wasn't there, no review.

I scoured the entire magazine, but to no avail, no mention of what had happened to the review of this amazingly good looking game. Please, please tell us what's happening, don't any of you lot at CVG care about *Final Fantasy VII*?

Daniel King, Macclesfield

CVG: We're sorry for any disappointment we caused you Daniel. At the time issue #183 went to press we were expecting to receive *FFVII* materials from Square direct, but they didn't arrive in time for the issue #184 deadline. Hopefully the coverage *FFVII* had been getting since #185 has put things straight. Of course we care !

HOOKED ON CLASSICS

Dear CVG,

Ever since playing PC-Engine's version of *Ys* book I & II, *Dragon Slayer*, and *Dungeon Explorer*, the *Phantasy Star* and *Shining Force* series on the Mega Drive; to *Secret of Mana*, and the *Final Fantasy* series on the SNES I have become utterly hooked on RPGs.

The reason for this letter is because I am bitterly disappointed with the RPG scene in this country. I now own a Sega Saturn and would like to ask where have all the following games gone to? And I bet a lot of your readers have never heard of these:

Far East of Eden – The Apocalypse IV
Lunar – Silver Star Story
Albert Odyssey – Legend of Eldean
Magic Knight RayEarth
Terra Phantastica
Shin Megari Tensei – Devil Summoner
Dragon Force
Airs Adventure
Sakura Wars
Ogre Battle
Tactics Ogre
Shining The Holy Ark
Grandia
Policenauts
Riglord Saga II

You guys must admit that the RPG scene here in the UK is SLOW to say the least. And just why is it that some of the best games released in Japan have never made it to our shores? Games such as Squaresoft's *Secret of Mana II*, *Front Mission*, *Romancing Sa.Ga* series, as well as Enix's *Dragon Quest* sagas have been overlooked here. I think it's sad that now the 32-bit/64-bit scene is hotting up and that now the 16-bit generation is fading we will never have the satisfaction of playing these great games!

I really hope this letter gets printed because I'd like companies such as Sega, Squaresoft, Enix, Atlus, Falcom, and others to take notice and perhaps do something about porting over more 32-bit RPGs.

I bought my Saturn purely on the thought of seeing some fantastic RPGs and I pray that another generation of great games won't go unnoticed because of lazy companies with people who have no marketing knowledge of what we want to play.

NKM, Beckton

CVG: We know Sega Europe pretty well, and we know that they care about RPGs – and have great taste too. Due to the expense of translation work, and the extra pressure this puts on the original developers in some cases, Sega Europe can't bring over everything they'd like. However, thanks to independent publishers such as Working Designs (based in the US), and some bending over backwards on the Sega Japan side, we can expect to see *Shining The Holy Ark* definitely (see Coming Soon); *Albert Odyssey*, *Terra Phantastica*, and *Dragon Force* maybe; plus *Grandia* eventually. *Riglord Saga II* was planned, then canned! Others you mentioned involve third-party Japanese publishers who either don't have the inroads to the UK to make release possible, or simply don't see the need.



***Shining The Holy Ark*, from Sega. Expect this sometime soon for the Saturn, along with more great RPGs.**





STAR★LETTER

FREAKING OUT OVER FFVII

Dear CVG,

It was only a few months ago when I bought my first issue of CVG. The price is just superb but what I really am pleased about is your acclaiming of RPGs. You are the only mag since Super Play (now woefully extinct) that has gone mad over them! This is great but what is a real shame is that the UK is an RPG hating community.

I luckily own some of the best games on the SNES by successfully hassling the importer. These games are in the genre of RPGs. Nothing, and I mean nothing, compares to Squaresoft's games. The music is literally superb and some in *Chrono Trigger* is indeed CD quality. No one can make music and indeed a gaming atmosphere as well as Square can.

Unfortunately I bet when *Final Fantasy VII* is released in the UK it will not sell well. In America *FFVII* is the most awaited game and luckily I have the prequel *FFIII* on the SNES. I am confident that this is one of the best games ever. Any of you lot in CVG or the UK will certainly agree with me as it creates one of the best gaming atmospheres I have ever played. An example is in the word of ruin when you really feel for all the characters. I am one of the few Square freaks in the UK, but in America the one game *Final Fantasy III* single-handedly made the US go mental over the one genre – the RPG. I swapped my PlayStation just for *FFVII*, it will be one of the best games ever along with *Mario 64*.

Just remember all you CVG readers with RPG-o-Phobia when *FFVII* comes out BUY IT!!! You would be quite literally mad to miss it. *FFVII* is the only game that can and hopefully turn all our beat 'em up crazed English into RPG freaks. Keep up the good work CVG and continue to hype *FFVII* for a long time. You UK gamers – you would be MAD as a BSE infected cow to miss it!

Dom, Bucks

CVG: We will introduce more RPG coverage when we feel the UK market is warm to it. But expect *Final Fantasy VII* to make charcoal of everyone!

HE HAS A BAG ON (?)

Dear CVG,

Like many people in the UK I am frustrated because the majority of decent RPGs never make it out of Japan. I played *Zelda* on the SNES and loved it. Then I played *Secret of Mana* and became hooked. Then, around late 1995, SNES mags were dripping with news of *Secret of Mana II*. With my heart rate steadily increasing I awaited its release, but then...nothing! No word of any release, anywhere. So I would like to know, was *Secret of Mana II* ever finished? If so, was it released in Japan, and did it then get into the USA because I would love to get an import copy. Could you also give me a phone number or something so that I can talk to someone about imports? You keep saying that companies take note of these letters and so I'll say it again. I have a bag on (sic) because we don't get half of Japan's classy RPGs.

Joe Parker, Swadlincote

CVG: Yes *Secret of Mana II* was released in Japan. It was never adapted for released in the US.

BUM NOTES MAKE GAMES STINK

Dear CVG,

In response to the question you raised several issues back, on the importance of game music. I would like to share my opinion on game music today.

Throughout the computer game history, in-game music has taken a backseat to other game aspects – graphics, playability, lastability, etc. And this is fair to an extent as it is far harder to convey a brilliant audio score than amazing graphics, through the use of the media, due to costs of demo discs, etc. Even in-store demonstrations have the sound turned off for the most part. As such the only way to listen to game music is to hire or buy the game itself.

This factor has never deterred game manufacturers however, as far back as Turrican's incredible BGM on the C64, to even a fairly modern classic such as *Secret of Mana* on SNES. Games developers clearly showed a pride in their work and this filtered through to the game's audio content. Game music was individualist – not the sort of thing to play on your stereo, but at the same time very atmospheric, and the perfect accompaniment for the in-game action. Who can forget the infamous Outrun tunes, or even *F-Zero*'s brilliant BGM.

Nowadays however we are constantly being bombarded with utterly dire techno/dance/house in-game music, in games such as *Tempest X*, *Wipeout 2097*, and *RR Revolution*. Sure this may well have suited Wipeout as a one-off, but to influence the entire games industry (in the UK at least), is a different matter. I honestly can't think of anything more off-putting and annoying than listening to The Prodigy whilst playing a game. Game manufacturers (Sony), let's get one thing straight – video games, however realistic, are fantasy, and consequently need similarly fantastical sound. If I want to listen to some chart b****cks such as The Chemical Brothers I'd rather hear it down a nightclub than in a video game. In introducing such music, sonic standards are dropping, and are affecting the gaming industry as a whole. What with the declining popularity of ace 2D games and the Sony/Sega strict 3D all graphics no gameplay gaming policies, we don't need to go any lower. Slowly but surely the fun is being taken out of video games.

Daniel Hassany, Hove



CVG: Yep. How annoying would it be if the new Star Wars movies had bangin' techno pumping right the way through – just to appeal to today's audiences! Crap music is just as much of a giveaway as appalling graphics when we come to recognising lazy software. Used to be that racing games all played Heavy Metal. Now it's Rave. Someone comes up with an interesting idea, then a hundred other dull software houses rip it off. Puzzle games all have bouncy, cute-style music since Puyo-Puyo. RPGs mostly try some kind of inane Vivaldi/Wagner cocktail which can be just as embarrassing. The best 'BGM' is always uniquely tailored to the atmosphere of a game. You should here the soul in *Earthbound* (*Mother 2*) – a Nintendo RPG developed by HAL. That's unique and totally cool. Leave Enix and Square to the orchestral style if you can't compete.



Sometimes dance music is the perfect partner for video games. But there are more cases where the game content just isn't suited at all.

MR PAUL! MR PAUL!

Dear CVG,

I am a huge fan of Namco and I am also planning to get a UK N64 in March, so you can imagine my joy when I read (in NMS #50) that they were intending to release their games in the N64. However my joy was short lived as I read the whole article which stated that they were planning to release only original games, and as an excuse for this they said the audience of the N64 is believed to be younger than that of the PS. What a load of brown smelly stuff. I think the true reason is that Sony bribed them to keep their arcade games PS only. Namco are known as arcade giants. The N64 is known for its lack of arcade conversions, while the PS is overflowing with them, at the same time lacking original games. So why not give PS owners the original games and give N64 some decent arcade conversions? After all with the likes of *Zelda* and the brill *J League Perfect Striker* how many copies do they hope to sell? (About two if they're lucky). Please give me some advice because at the moment it looks like I will have to buy a second-hand PS, as well as a new N64, which means I might have to sell a kidney to get that sort of spare cash!

PS Can you tell me if Mr Paul Davies was allowed to say anything good about the 32-bit consoles whilst working on NMS because all they seem to do is slag them off, which is ruining an otherwise brilliant mag.

PPS What happened to Jaz Rignall? When he left for the States he said he would be sending some news over to NMS about the latest craze in America, and yet we haven't heard from him. Is he so rich he's decided we are not worth bothering about, or is he simply six feet under?

Andrew Spiretos, Leeds

CVG: Buy that PlayStation! Namco know what they're doing, and it will benefit us all. No point in everyone complaining that there's no original software, then moaning when it's announced!

PAUL: I only used to comment on the 32-bit systems if I wanted to talk about how N64 would do things better. Now I know that it does things differently. I've always loved every new games system that came along though. Sad, eh.

CVG: Jaz Rignall is almost certainly very rich, as he has a high powered position with Virgin in America. Why are you bothered about him though? Are we not worthy?!

CRAPPY OLD-FASHIONED PLAYSTATION THING

Dear CVG,

I am concerned for my PlayStation's sake about the Ultra 64 so please will you answer me these questions.

1. I've got 16 games for my PlayStation including *Rage Racer* and *Soul Edge*. All of my Namco games seem to be the best but I've heard that Namco (PlayStation's best game maker) are developing games for the U64. Is this true because if they do I think Sony will slowly fade away.

2. I've got an imported PlayStation and I've got so many games because lots of brilliant games come pouring in month after month, I think PlayStation have done too much too soon. Do you?

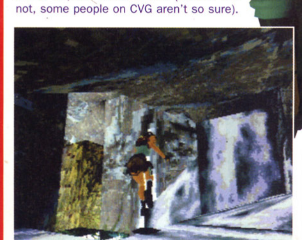
3. I was off school sick a couple of months ago and my Mum brought me a different mag as a present. It said that PlayStation developers have pushed it to its limits with games like *Tomb Raider*. Is this true?

4. All my PlayStation games are the best games they have brought out. I played *Mario 64* in my extremely brilliant kind importers shop, and I must admit it's amazing. In fact it's the best game I've ever played. Do you think so too?

5. Should I get an Ultra 64 or stick with PlayStation?

Adrian Bosco, Stoke-on-Trent

CVG: To answer all your questions, or at least to address your major problem Adrian, don't give up on the PlayStation too soon! Decide for yourself whether owning *Mario 64* is worth the price of the N64 alone. Oh, and an extra £60. (Believe it or not, some people on CVG aren't so sure).





Is *Tomb Raider* pushing the PlayStation to it's limit? Wait until you see *Pitfall 3D*!

RICH LEADBETTER RETURNS

Dear CVG,

I just have to write in and take issue with Rich Leadbetter's feature "Own The Ultimate Games Machine." It was either fantastically naive or incredibly biased. Not wishing to see people waste their hard-earned money on a beige white elephant here are some of my grumbles:

1. "you save at least a couple of hundred quid assembling it yourself" – cobblers. Self-assembly is MORE expensive as dealers have a higher mark-up on system components than they do on those same components sold as a ready-made system. You also get loads of OEM software with a complete PC.

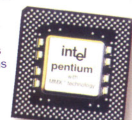
2. "sooner or later people will get wise and it will stop." (the recursive upgrade curse) – No way. The whole PC market is built on fear and inadequacy and Intel and Microsoft know this. Many people realise early on that they will never get value-for-money from their PC but still spend more and more money in a vain and neurotic attempt to justify the large initial outlay, and, perhaps, play the latest games at anything above a snail's pace. Parents might cough up £1000+ once, albeit reluctantly, but when they realise some form of upgrade is a yearly occurrence they begin to yearn for the days of "expensive" carts.

3. Buying a Pentium Pro system for games – A complete waste of time (oh, and money). The Pentium Pro runs 32-bit code fast, but is no quicker at running 16-bit code games than a Pentium of the same clock speed. For games buy a Pentium or wait a littl and get a Pentium MMX.

Sure, if you want a computer buy a PC. However don't expect to get a £1000+ of games machine. Many people I know who hav bought PCs for games rapidly become disenchanted with the crashy/buggy/kludgy nature the operating system and end up selling it an buying a console again.

John Thorby, Huntingdon

RICH: Zzzzzz. What? Eh? [Rich wakes up] Poin one: well it depends on the dealer, but I can't say I've seen any dealers THAT generous. Poin two: well everyone should have a dream, but t main point I was making was that people are more likely to get a 3D accelerator than upgrade. Point three: 32-bit code? What like a native Windows 95 program? Remember I wro the bloody feature months ago when MMX was n't available, and even now the amount of sup port isn't exactly gargantuan is it? As for bein naive? Yeah right. Biased? Well I own a PC ye but also a PlayStation, N64 and I'm editor of Sega Saturn Magazine. So no, I'm not. But I would quite happily say that my lowly P133 wi 3DFX does things that even N64 can only dream of. So in that respect maybe it is "the ultimate games machine": Which was the point of the feature. Now I'm going off to do something more interesting...



AND WOULDN'T BE GOOD RIGHT IF...

Dear CVG,

After spending a good portion of my pocket money on VF3 at 50p a go, I do believe AM2 (hail the Palm Tree) have created one of the greatest games to be remembered forever. However I have found a huge gap in all fighting games only grazed by *Virtual On* and *VF3*. This gap is interaction with the background. I mean dodging, and stairs and long drops down is good, but it's not really that interactive. I had a great idea for VF4 when they make it. How about a multistory car park with cars to smash up and trucks driving through and running you over? Shoulder dashing opponents down the stairs and off the top? Plus punching the Pay and Display machines releasing coins to give access to secret goodies! Another idea I had was if you jump onto a moving car which drives you through a market fruit stall, covering you in melons!!!

Anyway, the lack of free movement around the arenas is a little disappointing. But still a huge thanks to Namco, Capcom, AM2 and AM3 for their great beat 'em ups and giving the fun. But to Sonic Team. Thank you ever so much for *NiGHTS* as it is the best game of the year. But bring us *Sonic* to the Saturn! (We love him!! Come on, you can do better than *Sonic 3D*!!! But a Well Done to you too!

Namco – come on!!! Make interactive backgrounds!!! Capcom – *SFIII* looks brill!!! Bring us *SFEX*!!!! Any more news on Torico?

Philip Caruso, Chesham Bois

CVG: Some of your ideas are cool Philip. But what does the other guy do when you're scooting off on a train – get a bar of chocolate from a vending machine? Oh, and thanks to Sonic Team for *NiGHTS* from everyone here at CVG.

NiGHTS FOREVER – ONE OF THE BEST GAMES EVER!

Dear CVG,

I love your excellent mag, but there is something about it bothering me. One of the reasons is *NiGHTS*, in your opinion one of the greatest games of all time. I think it's good, but not even close to Mario 64. Every other magazines I read agrees with me! GamesMaster gave NiGHTS 85% against *Mario*'s 97%. Many says *Mario 64* alone is the best game ever!

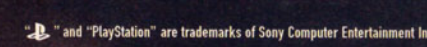
MJ, Liverpool

CVG: *NiGHTS* is one of the greatest games of all time. It is the work of genius. Read someone else's magazine if you want another opinion. A misguided opinion, that is.





Ahh... NiGHTS!


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Reckon you could score a direct hit on the Death Star's exhaust port? Or negotiate an asteroid field? Well, then get to your ships!

STAR WARS X-WING™ VS. TIE FIGHTER™

If there were two things the Star Wars trilogy made you want, it was to own a lightsaber (complete with Jedi-standard Force powers), and to pilot your own starship, a personalised X-Wing fighter (plus all-purpose Artoo unit) for instance! Well, *Dark Forces 2* is gonna take care of the Jedi/ Lightsaber fetish, and *X-Wing* gave us the chance to pilot the coolest space-fighter ever. Except we soon realised how square it was being a rebel. TIE Fighter soon sorted out that problem, putting us in the ranks of the deliciously dastardly Empire luftwaffe. Except we soon realised how puny TIE Fighters are. Think we're being harsh on the Rebels? Reckon we're being unduly critical of the Empire? Well, go dog-fight among yourselves about it, cos now you can!



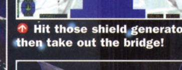
A LONG TIME AGO...

Aside from the precision gameplay of the previous Star Wars simulators', they also featured brilliantly atmospheric and involving plots. *X-Wing* vs *TIE Fighter* looks set to be no different. As before, it builds up a surrounding story through inter-connecting missions. Set across a variety of familiar Star Wars environments, there are 50 original mission scenarios encompassing the likes of convoy escorting and reconnaissance, to full-scale assaults and space superiority dogfights!







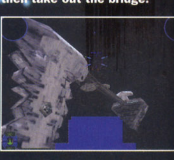


↑ Hit those shield generators, then take out the bridge!

I HAVE YOU NOW!

It always seemed like a missed opportunity that *TIE Fighter* and *X-Wing* were never compatible for two-player good-against-evil battles. However, the third Star Wars space-combat simulator more than makes up for it. Forget two players, *X-Wing vs TIE Fighter* allows EIGHT players to link-up simultaneously, in what is LucasArt's first network Star Wars game! What's more, you can team up as one squadron or battle against each other.







↑ An X-Wing taking of from a Rebel docking bay,

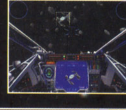


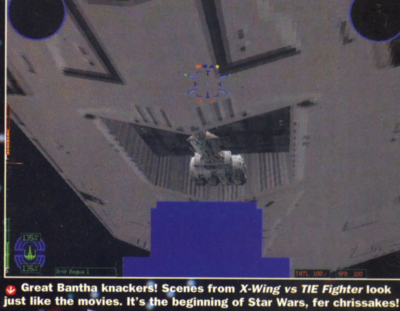


THERE'S... TOO MANY OF THEM!

There are nine Rebel and Imperial starfighters at your disposal. At the beginning you choose whether you want to fly for the Rebellion or Empire. You are then briefed, given objectives and role descriptions. In the actual battles you can choose whether to pilot just a single craft or multiple ships. If you're controlling a squad, you can give tactical orders to your computer-controlled wingmen, either through the impressive 3D mission map, or by using hot key commands.







Great Bantha knackers! Scenes from *X-Wing vs TIE Fighter* look just like the movies. It's the beginning of Star Wars, fer chrissakes!





There's no escape for the princess this time!

RED FIVE STANDING BY!

Some missions are single-player specific – perfect for honing your piloting tactics for multi-player mode. However, the majority of missions have a multiplayer slant. In particular, they've been designed to promote cooperation between squad mates. You can send and receive messages from your fellow wingmen, or even from enemy pilots. And collaborating with team-mates is necessary to success, especially with regard to discussing tactics throughout. After each mission, scores are awarded to each triumphant pilot.



THIS TECHNOLOGICAL TERROR!

As you'd expect, the game engine here is an upgraded version of the one previously seen in *X Wing* and *TIE Fighter*. However, the changes have resulted in a stunning looking game, far above its predecessors. It features all new texture-mapped ship models. And, to guarantee the authenticity of them, the ship-detail has been taken directly from the Star Wars archives at Lucasfilm. These are the most-detailed in-flight graphics in any Star Wars game. And those aren't our words, this is the opinion of LucasArts themselves.









Yep, it sure it looks like it to us too! It's the Millennium Falcon! Screeeaam!





JOIN US OR DIE!

X-Wing vs TIE Fighter looks set to be truly incredible. LucasArts say it will offer the same compelling gameplay experience that the single-player games have always offered, with the additional thrill of real-time head-to-head combat against other Star Wars pilots. May the review be with you next month.

CAN SOMEON LET ME OUT? I NEED A PEE.





WILD WEST SIM | BY LUCASARTS | APRIL RELEASE | 1-6 PLAYERS

• NO OTHER VERSIONS AVAILABLE
• NO OTHER VERSIONS PLANNED
• STORAGE 1 CD
• RELEASED BY - VIRGIN TEL: 0171 368 2255

Tobacco chewing men with acres of stubble are about to invade your PC. *Outlaws* have arrived and they are taking no prisoners.

OUTLAWS

With the first-person perspective bandwagon churning out more and more second rate titles, LucasArts chuck in their two pennies worth with a dart back to the Wild West and *Outlaws*. Now picture this scene – the tumbleweed rolls along the floor and the feint tinkling of the old piano from the saloon can be heard as a stranger strolls into town. He walks into the now silent bar, and the bartender who is cleaning a glass comes out with something along the lines of "We don't get many strangers in these parts". It all sounds familiar. Now imagine all that in a PC game and you've got the gist behind *Outlaws*. LucasArts homage to Spaghetti Westerns, Butch Cassidy and the Sundance Kid and Mad Dog Tannen from Back to the Future 3.

NEED A NEW ENGINE MATE

After the mixed bag that was *Dark Forces*, the team behind *Outlaws* have combined the 3D engine from *Dark Forces* and the INSANE engine from *Rebel Assault 2* in a bid to amalgamate the best from both titles. The graphics for all of the characters were all hand-drawn in a cartoon style, giving the programmers more scope to give each outlaw an appearance to match their personality and the intro and cut scenes all have a distinctive LucasArts 'toony feel to them.

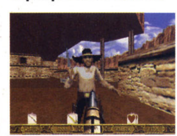








You get a good feeling of perspective in *Outlaws*.





Shane Ritchie's grandad doing the old Daz challenge.

A TASTE OF PARADISE

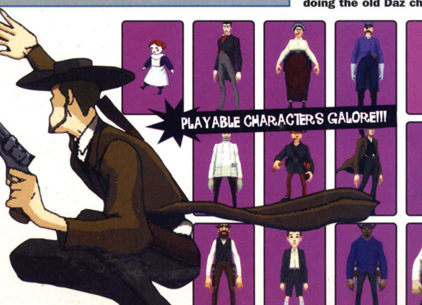
As well as the multi player options, *Outlaws* features two different game modes for those who want to leave behind the rigours of a hectic six-on-six death match! The first is the cinematic adventure game, which houses all of the cartoony intros, animated cut scenes and contains a lot more storyline. Although the basic game remains the same, there's just a little moire character interaction. The second, and one that will definitely please all those into a bit of mindless shooting, is the bounty hunter action option. In this it's your sole job to go out and kill everything wearing spurs, leather straps and gun holsters while making sure that you don't kop a bullet or two at the same time.

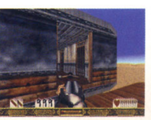






Glass windows aren't exactly good things to use as cover now are they? No more quiet drinks for you then!







SHOOT THE SHERIFF AND THE DEPUTY WITH LUCASART'S *OUTLAWS*!

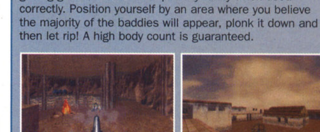
COMING SOON



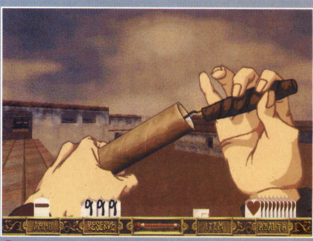
Cowboys hide behind the scenery and pop up to catch you off guard.

PIECE OF PISTOL

Although *Outlaws* is set back a little further than most of us can remember, the game still features a heap of weapons. The Colt .45 Peacemaker is the standard gun you start off with but should that ever run out of bullets, you resort to back-to-basics and come out with your fists flying. Along your travels though, you may stumble across a Winchester rifle, a .44 rifle, a single and double 10 gauge shotgun, a sawn-off shotgun and, most impressively, a gatling gun! The latter is especially funny when used correctly. Position yourself by an area where you believe the majority of the baddies will appear, plonk it down and then let rip! A high body count is guaranteed.



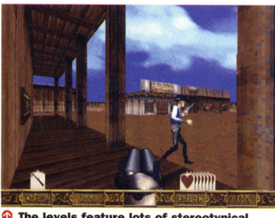




In true western fashion, the hero of the tale lights a stick of dynamite with his cigar! How cool?

HAS ANYONE SEEN MY SPECS?

As well as weapons there are other pick ups to be had along the way too. Health and ammo of course make regular goodies, but it's well worth making a bee-line to find the Scope. This is basically an aiming add-on that rests on the top of your weapon, and magnifies the enemy in your target range. It's especially good for sniping out annoying cowboys who are hiding in the buildings, or any long distance baddies.



The levels feature lots of stereotypical western buildings, including a Saloon bar.



WELCOME TO THE WILD WEST WEB

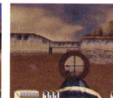
There is no escaping the Internet, even in the Wild West! So keep your eyes open for the *Outlaws* version of *Quakeworld*. You'll be able to log onto various servers around the globe, and compete against five other players (you make the sixth) around Wild West deathmatch levels. And for those of you with the access and the patience, there is a demo that can be downloaded from the LucasArts website. There are also some screenshots, a bit of info about the game, and a movie that can be taken. Head for...

www.lucasarts.com/static/outlaws/outlawsframeset.htm

...and start downloading!



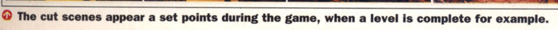












The cut scenes appear a set points during the game, when a level is complete for example.

BRING THE SPITTOON



With its April release getting ever nearer, we're expecting to have a reviewable version in next month's issue, pardner!

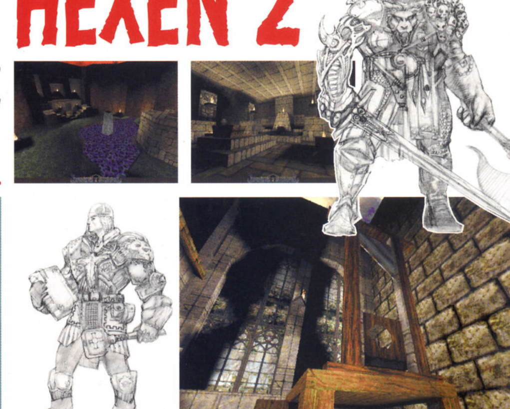


In *Heretic* we defeated the evil serpent riding wizard, D'Sparil. In *Hexen* we wiped out the second of the three serpent riders, Korax. Now the world of *Hexen* is threatened again, this time by the third and final serpent rider and it's up to four heroes to take him on and save *Hexen*! Based on the *Quake* engine, *Hexen 2* looks set to be one of the biggest PC games of the year, and Activision are rightly proud to have got the rights to release it. Onward, saviours of *Hexen*!



Fantastic though *Quake* is, there are still some people who want a bit more of an adventure from their games. Enter *Hexen 2*.

HEXEN 2



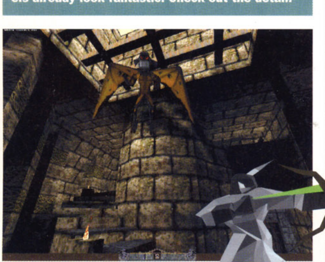
This guillotine is in the middle of one of *Hexen 2*'s towns! Thankfully there's an undertaker's nearby.

OH MY GOD! WHAT A FABULOUS ROOM!

Hexen 2 uses the excellent *Quake* game engine, just as the original *Hexen* used a modified *Doom* engine. Many of the textures appear to have been created from digitised photographs as they have a more realistic look to them than most of *Quake*'s, yet the speed and fluidity of the movement is always brilliant. As many sections are meant to represent real furniture and buildings, there are some very intricately built areas.



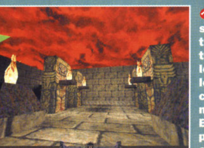
The weapons aren't in place yet, but the levels already look fantastic! Check out the detail!



The flying gargoyles from *Hexen* are already in *Hexen 2*. They swoop down and fly straight for your head!

TRAVEL THE WORLD

In the early version of *Hexen 2* we played, only a few levels had been constructed. Most of the enemies and items weren't in place, but it's already clear how amazing the levels are. Rather than the game being set in a load of corridors, there's lots of variation in the level styles with Egyptian and Aztec sections as well as whole towns which you can walk round. One of the best parts is a mediaeval high street with a blacksmith's, a bar and an undertaker's, all of which you can go into! The undertaker's even has a load of tools on the wall and a half-finished coffin on the worktable! There's also a full-sized windmill on one level which you can go into, letting you see all of the cogs and workings inside! Of course, there are also quite a few enormous castles complete with banquet rooms, kitchens and even networks of sewers and dungeons! Once the enemies are in place, *Hexen 2* will be truly terrifying!



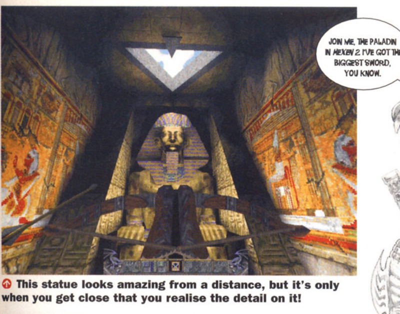
There are some fantastic temples in the Aztec levels with loads of long, complicated mazes. Expect some particularly evil traps too.



The crouch button will let you crawl through small gaps.



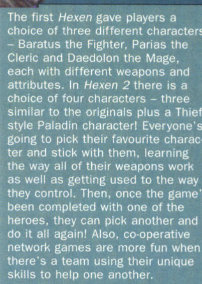


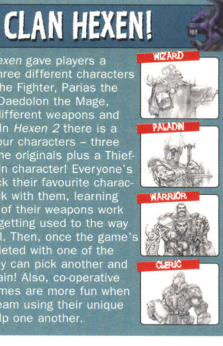


This statue looks amazing from a distance, but it's only when you get close that you realise the detail on it!

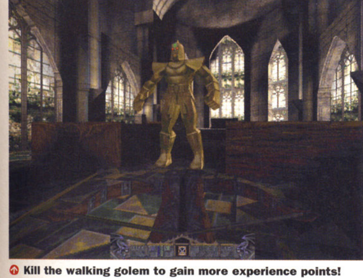


CLAN HEXEN!





The first *Hexen* gave players a choice of three different characters – Baratus the Fighter, Parias the Cleric and Daedolon the Mage, each with different weapons and attributes. In *Hexen 2* there is a choice of four characters – three similar to the originals plus a Thief-style Paladin character! Everyone's going to pick their favourite character and stick with them, learning the way all of their weapons work as well as getting used to the way they control. Then, once the game's been completed with one of the heroes, they can pick another and do it all again! Also, co-operative network games are more fun when there's a team using their unique skills to help one another.



Kill the walking golem to gain more experience points!





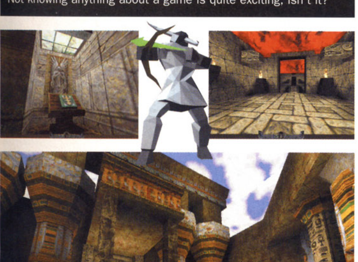


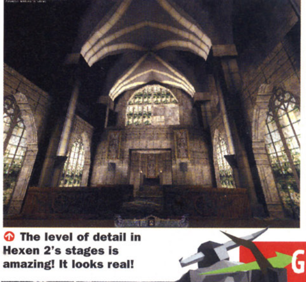




THE HEXEN EXPERIENCE!

So far not many details of Raven's plans for *Hexen 2* have been revealed, and the very early version of the game we've played (well, walked around really) doesn't reveal much about the gameplay features. We know that one new feature is that the characters now have experience points – an idea not used in the original *Hexen*. Whenever an enemy is killed or certain tasks are completed the player gains more experience, and get promoted to higher levels. Also, there's going to be a big selection of magical items to use like those in the first game. Not knowing anything about a game is quite exciting, isn't it?





The level of detail in Hexen 2's stages is amazing! It looks real!

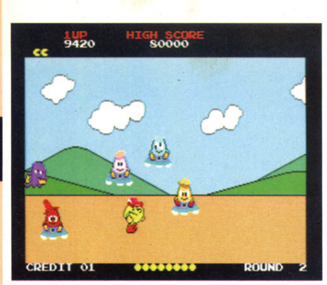






GET READY FOR ADVENTURE!

Although *Hexen 2* is currently not much more than a few empty levels, it's obvious that it's going to be brilliant. Combining the fantastic *Quake* engine with Raven's brilliant *Hexen* idea can't fail, and with the id Software Overlords keeping an eye on what's going on... it will RULE!





16-bit consoles never quite touched what made their arcade contemporaries so cool. Luckily the PlayStation just about handles it.



Arcade machines that arrived on the scene in the late '80s influenced an entire generation of home video games. The shoot 'em up formula was established, and frequently updated. Action platform games were constantly reinvented, as every company sought to create a successful hero. And the concept of an Action Adventure was set in stone. Meanwhile some of the larger, established manufacturers were able to invest their fortunes in new technology to enable touches of graphical innovation. Namco rode this particular wave like champion boarders, issuing titles against which many recent games are still compared.

Number four in the PlayStation Museum series is the best so far. Not least because it features the classic *Pac-Land* and the crazy *Ordyne*. Anyway, find out for yourself how cool this lot is in June. Meanwhile here's a reminder.



As with previous Museums, all the authentic attract scenes for each game are included.







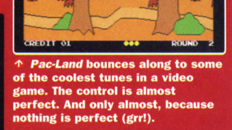


If it's State-Of-The-Art you want, stay away. If it's perfect nostalgia you want, stay forever!

PAC-LAND

1984

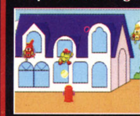
Namco were treading dangerous ground when they lifted *Pac-Man* from his maze and dropped him into a platform environment. However platform games were less common in 1984, and the boundaries not so clearly defined. Hence Pac-Land retains its intense score-based heritage, which can be initially confusing. Still the beautiful, unique graphic style and jolly tunes keep you coming back for more. *Pac-Land* is a classic.

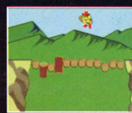


Pac-Land bounces along to some of the coolest tunes in a video game. The control is almost perfect. And only almost, because nothing is perfect (grr!).

COOL FACTOR

Geared solely toward amassing bonus points. Double-tapping a direction makes Pac-Man run. A jump button allows Pac-Man to hop quickly or, if tapped repeatedly, make him float gently down – another trick for collecting bonus points. When combined these simple controls allow for some amazing feats. Secrets are found by pushing objects out of the way – protective hats, warps to other stages, and so on.











1988

Namco capitalise on the sprite rotation and scaling capabilities of their new arcade hardware with an innovative tank game. *Assault* resembles Capcom's popular *Commando* game, introducing a twin stick control method reminiscent of Atari's *Battlezone*. For the PlayStation version, this control is transferred to both the top sets of buttons, leaving the L1 and R1 buttons to fire. Your mission is to destroy designated targets, found at the far end of increasingly dangerous battle grounds.





TINY SCREEN!



↑ For people who have adjustable monitors, there is an option to display the game full screen. Otherwise Assault is scaled down to fit inside a tall narrow window.

COOL FACTOR

The detail in *Assault* is top quality, and the enemy craft follow imaginative attack patterns. Equally inventive are the giant launch pads which spring-board your tank into the air to bombard the tiny enemy below – a blatant but effective showcase of Namco's cool hardware at the time.



1984

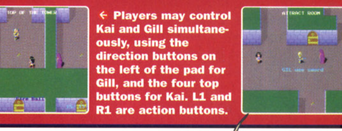
While not entirely original – this is very similar to Atari's *Gauntlet* – the 3D approach, and password system mark *The Return Of Ishtar* as another landmark title. Players lead either Kai (a girl) or Gill (the fella) in a one or two-player dungeon adventure. As the heroes make progress through the maze, they collect various items which help their status: Shields; Healing Potions, Protective Rings, and so on.

COOL FACTOR

At the time *The Return Of Ishtar* offered a pretty vast gameplay environment. Role playing in the arcades...! The pseudo 3D graphics looked stunning too.







← Players may control Kai and Gill simultaneously, using the direction buttons on the left of the pad for Gill, and the four top buttons for Kai. L1 and R1 are action buttons.



1988

Second favourite game of the collection for CVG, after *Pac-Land*. This is the second home version of Namco's funky-style shoot 'em up, the first appeared on NEC's PC Engine. Of course the PlayStation version is 100% faithful to the original machine – ignoring minute loading time. *Ordyne* is a horizontally-scrolling shoot 'em, using bright colours and humorous characters to identify it from serious contemporaries such as Irem's *R-Type*. One or two players get to join in the fun.

COOL FACTOR

Ordyne is one of the first shoot 'em ups to use an Item Shop (Sega's _Fantasy Zone_ was the very first). Bought weapons are on a time limit, but speed ups are permanent. The more bizarre weapons make short work of the weirdo bosses. However once these are lost it's back to more skillful tactics.



↑ Our favourite sound effects are alien voices which go, "Koopiah! Koopiah! Koopi-koopi-koopiah!"



GENPEI TOH MADEN

The forerunner to Sega's *Shinobi*? We doubt this challenging action/platform game ever made it out of Japan, as even the score display uses Kanji characters. Genpei no doubt influenced many similar titles, providing the Samurai hero with numerous power-ups to improve his chances of survival.







1986

COOL FACTOR

There are three gameplay styles in Genpei: side-scrolling platform; side-scrolling with giant-size sprites; and overhead. The scene changes each time the Samurai enters a temple gate. In all cases the Samurai uses his sword for defence, and evades obstacles by jumping. This game is tough, but it plays fair.



FOUR IS PHENOMENAL

Namco Museum 4 ought to be a sell out when it's released – the wealth of gaming history on here shouldn't be overlooked by any games player. It's only because we're worried that you might forget about it that we're holding out a month for the review score. That Namco heritage just gets better and better.





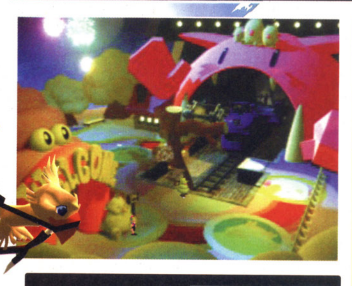
RPG	BY SQUARESOFT
4TH QUATER	1 PLAYER

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 3 CD
- PRICE £IMPORT
- RELEASED BY - SONY TEL: 0171 4471 600

In this one game you can summon mighty gods, train giant birds to carry you on their back, ride a rollercoaster, become a military genius, and explore a fantastic new world.

FINAL FANTASY VII™

Currently the world's most astounding video game – yes in spite of Mario 64 – *Final Fantasy VII* is earning itself the rep as the greatest RPG ever made. Last month we re-introduced this title which caused a total upheaval in the video game scene. At that time we only managed to preview some of the major new features. We say 'only' because these ground-breaking elements have come to excede the highest expectations of our biggest Square devotee. Everything on offer in this RPG strikes the imagination with such force that it becomes embossed on your brain forever! The finest CG visuals, an awesome symphonic soundtrack (CD quality but not from the CD!), and a storyline to break your heart then fuel a fiery ambition. Everyone should play this game, and here's a few more reasons why.



WORLD KEEP ON TURNING

When we left you last month, Cloud and his team had only just set foot outside of Midgar. Since then the true richness of the *FFVII* world has started to be revealed. Where to start? Well at this early stage, how about we just show you the best bits so far. For plot details, check out the coverage in CVG next month..

MOUNTAINS OF NIBULHEIM

A major confrontation with a Materia Keeper concludes a treacherous exploration trip in search of Sephiroth. The caverns glow with an eerie light, cast by the Materia in its natural state. This place is overrun by large green dragons!



COSMO CANYON

Red XIII learns of his heritage from an old astrologer. Cosmo Canyon is a settlement perched right on top of a mountain, so that the telescope may have a clear view. An amazing FMV sequence takes place in the planetarium.



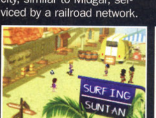


Only way to reach Cosmo Canyon at first is to locate this cool amphibious buggy.

COSTA DEL SOL

After the dismal dark of Midgar, this place looks like heaven. Only on the coastline however, as this is merely a facade for what lays beyond the bleak mountains. Shin-Ra are building another city, similar to Midgar, serviced by a railroad network.

Travel by boat to Costa Del Sol from the harbour at Junon.





ROCKET VILLAGE

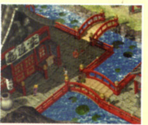
An obsessed inventor, who later joins the party, lives here with his wife. The entire village grew up around the rocket after it failed to launch successfully many years ago. Square use another lengthy cinematic to explain all of this. It's fantastic.

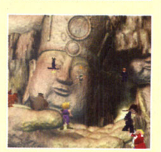


After being shot down Cid's prize aircraft is reduced to a weird kind of speed boat.

WOOTAI AND DATCHIAO MOUNTAIN

Incredibly pretty location, comprised of ornate houses and lush countryside. Square succeed in letting players get a real sense of what a temple village feels like to be around. Struggle for your own words to describe the detail in this mountain shrine.





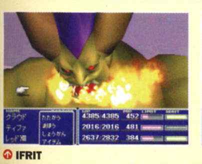
AERITH'S GRAVE?

This girl Aerith has a habit of going missing! Only here it is much more serious. In the beauty and calm of this village, which seems to be made up of crystal, shell, and bleached wood, a moment of extreme terror chills you to the core.

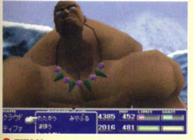


ELEMENTALS CRASH THE PARTY!

Last month's feature explained how gem stones called Materia grant special powers. Materia allows *FFVII* characters to use powerful magic to destroy enemies, or else benefit from its healing power. The tiny round stones vary in colour to distinguish their properties, and are attached to accessories so that their power may be channeled through the user. However there is another, more potent variety of Materia which takes on a life of its own. Or rather the supernatural state of an elemental being! The materia which supports these elementals is ruby red, and is very rare. Red Materia is usually only found in key situations such as a major confrontation with Shin-Ra, or the arrival at a turning point in the game. Characters can only benefit from its effects once during a battle, and they eat up Magic Points big time. But once is all you need.




IFRIT
A portal opens in the ground, and the fire elemental erupts from the earth. The horned beast hovers in the air as a barely audible rumble shakes the battle ground, before transforming into a fireball. The enemy is toast!

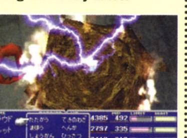



TITAN
Titan digs his hands into the earth then upturns a cross section of floor as though it were a paving stone. As the enemy is flipped on its head, the viewpoint shifts to a rear view of the crazy situation. Kerrunch!

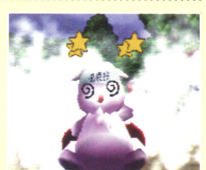



SHIVA
The ice elemental descends in a ray of blue light. Before settling to present the final display of power, the view pans around Shiva's upper body to reveal the perfect detail of her face and hair. Shiva summons a blizzard, encasing the enemy in ice.





RAMUH
Bolts of electricity pierce the ground, causing something akin to a volcanic eruption. In charge of all this is the thunder elemental Ramuh, who has the appearance of an old wizard. Ramuh presents his staff to the skies, directing the charge.



CHOCOBO AND MOG
Providing comedy relief for players, but major upset for the enemy. Two things can happen using this Materia. Most common is a renegade Chocobo, which charges onto the scene with a Mog in the saddle. Otherwise an extremely overweight specimen plummets from the sky, squashing the enemy with its enormous backside!






BAHAMUT
Good thing that this dread-looking dragoon is on the good side! From out of a curtain of dark cloud, Bahamut dives with its wings wrapped around him. Wings unfurled Bahamut screeches a colossal plasma ray toward the enemy.




KUJIYATA
Okay, so Kujiyata looks like a giant hog. And is impressive in spite of this. But before he appears there is an amazing display of electricty, followed by ice, followed by volcanic pyrotechnics like you wouldn't believe!




Does anyone know how to row?

ONLY SIX MORE ISSUES OF CVG TO GO!

Next month we have more amazing *FFVII* sequences to show you, as the fantasy heads into the icelands. Cloud goes snowboarding, and we hear rumour of enemies three times the height of your TV screen! It's guaranteed to be absolutely awesome! Six more issues until UK launch folks, fingers crossed.





100% COMPLETE | PlayStation | MUSIC | BY SWEEPSTATION | MAY RELEASE | 1 PLAYER

- JAPANESE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY -SONY TEL: 0171 447 1600

Do video games freaks know how to relax? Do we have creative minds? Test yourself by writing your own music and becoming a dolphin in *Depth*.

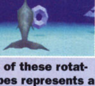
DEPTH™

We don't all have games consoles so that we can blow people up. Okay, so most of us do, but not everyone. So far on the PlayStation, there haven't been many non-game products, other than Aquanaut's Holiday, Parappa The Rapper, and Ironman X-O Manowar in Heavy Metal, which certainly can't be classed as a "game". In Depth your mission is to create music, then swim your dolphin around to play along to it – definitely something we've not seen on the PlayStation before.

SILENT SPACE

All this part is used for is to select a Cruise Stage or to go to the Groove Editor. It's possible to move the dolphin around in real-time, and even jump out of the water and do backflips!





Each of these rotating shapes represents a different one of the 12 Cruise Stages.



This warp takes you to the Groove Editor for whichever tune you choose.



You can record a sequence of your tunes as you play along.

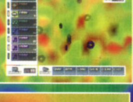


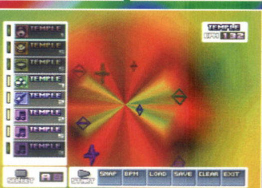
The right angle and speed lets you jump out of the water in Silent Space.

GROOVE EDITOR

Once you've been into a new Cruise Stage, you learn more music patterns which you can then use in your own tunes. Back in the Groove Editor, you get to choose up to eight of these patterns for your music, using a very simple menu – highlight an instrument, then choose which pattern you want. You can create two separate tunes for each stage, each with up to eight patterns matched up together.



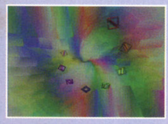




You can put effects on any of the patterns in your tune, adding reverb, delay, modulation or making it pan around your speakers.

COLOUR CYCLE

Once you've made some music in the Groove Editor, you can remove all of the menus, leaving a swirling pattern of colours in the background. While the music plays you can fiddle with the colours and use a selection of swirly effects to create your own club. Sort of.







EEEK! EEK! AK-AK-AK-AK! EEEEEK!

CRUISE STAGE

Once you've created and saved some music, swim to one of the Cruise Stages. Your music will play while you move the dolphin around the screen, adding your own tunes over the top by pressing different buttons. Moving to the top of the screen will cut out the drums and bass, while pressing Select will switch between your two tunes for the current stage. There are 12 Cruise Stages in all, each with different musical themes and rendered backgrounds.







Pressing L1 or R1 will move you to another stage.

ECCO-NAUT'S HOLIDAY

Sony are releasing *Depth* in the UK soon, and are hoping to get some top DJs involved with it. Thing is, will the British PlayStation-owning public be interested in such a strange piece of software?



CORRIDOR | BY EPIC MEGAGAMES
AUTUMN RELEASE | 1-50 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE TBA
- RELEASED BY - GT INTERACTIVE TEL: 0171 258 3791

One of the games battling for Quake's "Best corridor death game" crown is Epic MegaGames' *Unreal*. Just how do they plan to do that?

UNREAL



You might expect everyone to be completely fed up with corridor games. Ever since *Doom* rocked the world all those years ago there have been hundreds of copy-cat titles, and we're now seeing a load following hot on *Quake*'s heels. The biggest ones on the way at the moment are *Hexen 2* (see pages 20 and 21 for more on that), *Quake 2*, *Prey* and Epic MegaGames' effort, *Unreal*! What's it all about? Well, just take a look at the pictures and you'll see – guns and monsters! Yeeee-hah!

WHA...? WHERE AM I?

When you start to play the finished version of *Unreal*, the first thing you know is that you've awoke in a wonky prison cell with no memory of how you got there. After a bit of exploration, you discover a weapons cabinet with a shotgun inside. You pick it up, and eventually discover the way out of the building to find that you're in the middle of a green valley with a lake in the distance. The prison building you've just escaped from is actually a spaceship which has crash-landed. You need to find out where you are, WHO you are, and where you're going!



Watch out for the Bigman up on the ledge!



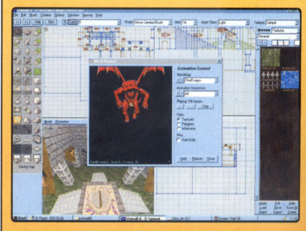
The levels already have some very intricate sections.



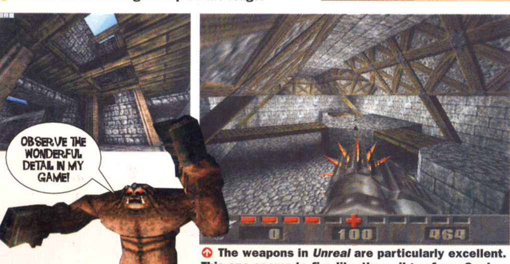


THE EASIEST EDITOR EVER!

A big advantage that the PC has over consoles is the ability to customise a lot of the games. *Unreal* has a VERY comprehensive and easy-to-use editor which will be available with the game, and is being used by the developers to create the levels. The editor provides three wire-frame views of the level which allow you to see the exact structure and to place items accurately. In the bottom-left corner of the screen is a view of how the level will look in the final game, and you can move around the level in real-time in this window. If you want to change anything you see in this view, click on it and choose what you want to turn it into in one of the menu screens! Changing surface appearance is as easy as clicking on a wall, then the texture you want mapped onto it! And it's not just the levels that you can edit – you can change the characteristics and artificial intelligence of all of the enemies just as easily.







The weapons in *Unreal* are particularly excellent. This one seems to fire like the nailgun from *Quake*.


This small pistol fires rapidly and has an excellent reload animation.



THE HEART OF UNREAL

The game engine used for *Unreal* may look quite a lot like *Quake*'s from the screenshots, but is actually very different. Of course, all the levels are completely 3D with full-3D enemies and items, but *Unreal* has very fancy lighting effects. Not only do certain items illuminate a level (rockets, torches, etc.) but there are lots of set effects to add to the atmosphere. Light ripples on the walls when around water, and clouds cast shadows on the floor when outside. It is also planned to have all enemies and characters casting real-time shadows so that you'll be able to see shadows creeping round the corners before you know who's there!

Anti-aliasing is one of developers' current favourite graphical techniques, letting them blur textures to smooth out any pixelation. Both the Nintendo 64 and the fancy PC accelerator cards like the 3DFX do this with their hardware. *Unreal* has software anti-aliasing, meaning that it'll work on any PC. When you get close to a wall or enemy, you'll really notice how you can't see each blocky pixel as you can in most similar games.









PLEASE SELECT A CONFUSED WARRIOR...

The final version of *Unreal* should have a choice of playable heroes, male or female. This will mean that when you come to multi-player games, everyone will be able to look different, rather than just having loads of differently-coloured clones.

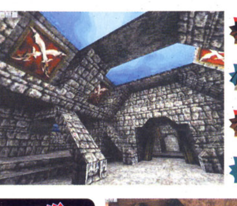

Some fantastic lighting effects!

WHERE DO YOU WANT TO GO TODAY?

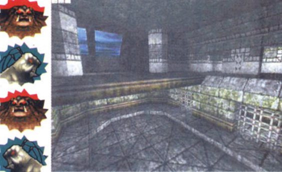
As with all the best PC games, *Unreal* is planned to be a big internet and network game. The current plan is to have games of around 50 people playing at once, with all sorts of special features. Of course, the usual deathmatch mode will be the most popular – find people, kill them – but other options along the lines of capture the flag will add to the fun.





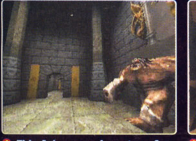






DIE, ALIEN SCUM!

All enemies in *Unreal* are 3D polygon models, rather like *Quake*. The big difference is that they've been motion-captured to make them move very smoothly, whereas *Quake* has animation frames removed to keep the speed up. There are some particularly cool enemies in *Unreal*. A giant tentacle which hangs from the ceiling grabs at anyone who goes near it, similar to the giant plant in *Resident Evil*! Unfortunately, there was no dragon in the final version of *Quake* but never mind – Unreal's got one!


This fat enemy has guns for arms and is currently called a "Bigman". Scary name or what?


These "Skaarj" creatures have blades for hands and move brilliantly!

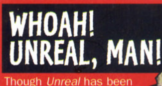












WHOAH! UNREAL, MAN!

Though *Unreal* has been in development for absolutely ages, it still has a long way to go before release. At the moment, while the game engine is very impressive, it's still jerky even on a high-end PC. Hopefully this problem will be resolved before *Unreal* is released later this year.





FIGHTING GAME | BY AM2 | JUNE RELEASE | 1-2 PLAYERS

- JAPANESE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - SEGA TEL: 0181 996 4620

If you've ever enjoyed a fighting game in your life, you should be getting more excited by the day as we get nearer to the official release of *Fighters Megamix*!

FIGHTERS MEGAMIX

We've already covered *Fighters Megamix* in detail in previous issues of CVG, so why are we still so excited about it? Well, because it's one of the best fighting games ever, that's why! This time we're previewing the first English language version, due to be released in America soon as well as revealing some of Sega Europe's plans for changes to the final UK PAL version of the game. And it gives us an excuse to play the game some more! Hooray!

BORN IN THE USA!

We've now got hold of a near-complete American version of *Fighters Megamix*, and there have been a few changes made. As you'd expect, all the text has been translated, but some of the ending screens have also been changed. As we expected, the risqué "A Taste Of Honey" has been removed. Don't worry, Sega UK aren't quite as strict as Sega America, and the original pictures will be left in for British gamers.





Instead of Honey in her underwear, American gamers get Candy's old alternate costume.





Oooh dear. Tokio with his shirt unbuttoned is too disturbing for American gamers, so they get a different, and a slightly feeble picture.





A full-length picture of the robot Dural is far too rude for our friends in the USA, so here's a terrible picture of her face. Gee, that's great.









COOL BRITANNIA!

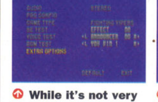
The final UK PAL version of *Fighters Megamix* is going to have the English translations from the American version, but will also have a few other changes made especially for Britain. For a start, the two lower difficulty settings are being removed completely – no more Easy and Very Easy for you lot. Instead Normal, Hard and Very Hard will become Easy, Normal and Hard respectively. Sega have also assured us that a few small glitches in the Japanese version will be removed, and AM2 are converting the game as well as they did with *Virtua Fighter 2* – full-screen, full-speed. Also, they're doing something else we wanted – the music won't restart between rounds! Five cheers for AM2!

HIDDEN PANDACHAN RING!

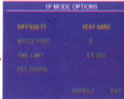
We've shown you most of the hidden extras in *Fighters Megamix* already, but just wanted to let you in on another. If you fight on BM's rooftop stage as Kumachan in the alternate Pandachan costume, the viper logo on the ring transforms into an enormous panda face!



Fantastic! A big panda face!



While it's not very exciting, this picture shows how the option text is in English.



As this is the American version, it's still got the Very Hard difficulty setting.





WHAT'S IN A NAME?

Obviously, all the text in the game has been translated into English for the American version of the game. As with *Fighting Vipers*, Honey's name is now Candy, and some of the secret character names have been changed to make some sense in English.



When Rentahero's batteries run out, he becomes plain old "John Q Public"! Boooring!



Interestingly enough, the palm tree is now called "Palm Tree". Excellent.



Previously known in Japanese as Niku, this character's been renamed "Mr Meat".



The serious wrestler, Wolf, throws a giant yellow bean wearing a sombrero. Only in *FMM*!

GET ON WIV YOUR WOOOORK!

GUESS WHO!

It takes a bit of time to get it, but there's a hidden card matching game in *Fighters Megamix* similar to the one in *Christmas NiGHTS*. Your reward for spending a long time fiddling about is a go at matching a load of character faces to get a few extra pieces of artwork. Not really worth the hassle, but entertaining for a few seconds nonetheless.

The ultra-exciting hidden card game!



FLASHY MOVES!

As you should know, the *Fighting Vipers* can do power counters – moves which make them flash white for a split-second then attack immediately. These are all easy to do and are most often used to avoid one attack then counter straight away. In *Fighters Megamix*, all of the *Virtua Fighter* characters can do power counters as well simply by pressing Backwards and all three attack buttons at the same time. While this technique is frowned upon by many *VF* purists, it can come in very handy and also does more damage than the standard version of the attack.

LAU MAHLER 99

Because Lau is using a power counter here, Mahler's kick doesn't connect. In a few milliseconds he's about to feel pain!

PERFECT YOUR SKILLS!

The training mode is one area which benefits from the English translation most, as you can now read the names of the moves. While you may think that the list of moves for each character is big (up to 100 for some fighters), there are loads more which aren't listed. None of the wall throws are listed, and neither are any moves for the secret fighters, giving you lots to discover yourself. Or you can just read a future issue of CVG which'll have them in.

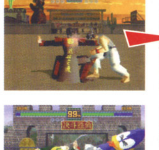




When you perform a move correctly, "OK" is saved next to the move name. Can you do every single one? We can!

SUPER-COOL SECRET FIGHTERS!

Fighters Megamix doesn't *just* have a measly 22 completely original and varied characters from two of the best fighting games in existence – it has another load of secret characters on top! As we've mentioned before, there are ten question marks on the fighter select screen, plus another costume for Candy, as well as Kumachan's two alternatives Mr Meat and Palm Tree. The fighters each have their own backgrounds and music plus loads of cool moves to learn!









Go Shun! Defeat the evil woodpecker with your power counter!

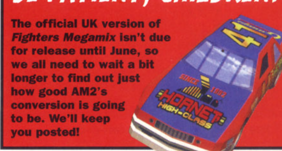
Ura Bahn can do Akira's amazing Stun Palm Of Doom!



BE PATIENT, CHILDREN!

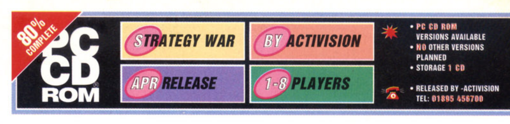
The official UK version of *Fighters Megamix* isn't due for release until June, so we all need to wait a bit longer to find out just how good AM2's conversion is going to be. We'll keep you posted!











Command & Conquer went back in time for *Red Alert*, but *Dark Reign* goes further forward – into the middle of a civil war!



Real-time war games are very popular at the moment, with games such as *Command & Conquer: Red Alert*, *Warcraft II* and *Diablo* topping the charts as soon as they're released. *Dark Reign* is Activision's attempt to claim the war-sim crown, and with Ron Millar (senior designer of *Diablo*, *Warcraft II*, *StarCraft*, etc.) on the team they can't fail, can they? It's set in the future during a war between the Imperium and the Freedom Guard, where the player needs to learn more about the history of the war and they planets on which it is taking place. And the most valuable resource? Water.

CONSTRUCT AND CONQUER

Once you've got your main building set up, you can create special construction bots. You then send them off to wherever you want a new building and assign them with whatever you want built. The bots don't return once they've built a new structure, so you need to keep constructing more all the time. One thing which you can't do in *Command & Conquer* which *Dark Reign* lets you do is stack the construction of units – you can set your factory to make 20 vehicles one at a time, then leave it to do so rather than starting each one yourself.



Here's one of the robots which you need to construct new buildings. Give him your orders!



The player buildings are colour-coded.







The raised terrain by the woods here will give you good cover against any attacking enemies.

Here's the orange team launching an attack on the blue base down below. Looks like trouble!

SET YOUR WAYPOINTS

In *C&C*, clicking on a destination will set the unit on their way, with the computer intelligence determining their path unless you follow them all the way, clicking repeatedly. *Dark Reign* lets you set up a series of waypoints for each unit to follow, leading troops exactly the way you want them to go. You can even set it so that they will stop in certain places and shoot an exact number of times in whichever direction you want!





Give your planes a flight path.



You can set your troops to patrol along your waypoints.



I CAN'T SEE CLEARLY NOW

Dark Reign adds another factor to consider in the form of undulating terrain. Seeing as everything's not flat, units will slow down to get up steep hills and some sections can only be reached from certain angles. Also, having hills and valleys means that *Dark Reign* lets you use true line-of-sight to your advantage. You can now hide in a valley and someone at the top won't be able to see you until they move right to the edge of the cliff, and vice-versa. The "shroud" in *Dark Reign* (the black area which is uncovered as you explore a level) shows which sections of the level aren't in the line-of-sight of any of your troops by having a shaded area which changes as your units move around. This means that positioning look-outs and spies is important in *Dark Reign* to keep tabs on what your enemy is doing.



The solid black areas haven't yet been explored, and the shaded black areas aren't in the line-of-sight of any of your troops at the moment. There could be enemies in there!



Here, the little hover ship in the middle of the screen will only spot enemy vehicles which are in the clear section to the North. if they move into the shaded area, they disappear from view.



There's a fierce battle going on here, probably over the water to the North. Without water, you can't get any money. Without money, you're stuffed.

FREE MISSION BUILDER INCLUDED!

The *Dark Reign* Mission Builder comes with the game, and is the most comprehensive so far in a strategy game of this kind. You can edit the layout by raising and lowering terrain, as well as adding water sections, different surfaces, and loads of pieces of scenery. You can switch through the varied level styles, with jungles, deserts, snowy mountains, and even an alien planet to choose from. Also, for one-player missions, you can set the intelligence of all the enemies you place, as well as setting the object of the level so that players don't just have to destroy everything.





DA ARTIFISHAL INTELLIJUNCE

Controlling the troops and other units is easy to anyone who's ever played *Command & Conquer* before, as it's basically the same – click on who you want to move, then click where you want them to go or what you want them to attack. *Dark Reign* adds a lot to this system, with the ability to set the way each of your units will act – you can edit their "autonomy" level to set how much they depend on your commands, and change their "tenacity" setting to set just how determined they are – will they retreat at the first sign of trouble or fight to the death? It's your decision, commander!





The panel on the right lets you give exact orders to each of your vehicles and troops.

I LIKE DRIVING IN MY ROBOT

As *Dark Reign* is set in the future, there are some strange vehicles available. One of the most useful is the Spider vehicle which has four wheels on stalks beneath it, letting it get over the trickiest terrain at high speeds. The Scout Units have a longer line-of-sight than the other vehicles, and can morph into scenery to hide from the enemy! There are plenty more wonderful pieces of machinery to use in *Dark Reign*, each with its own uses.







The excellent selection of strange vehicles is one of the best things about *Dark Reign*.

NEXT MONTH: IT'S REIGNING, IT'S POURING

***Dark Reign* is coming on very nicely at the moment, but we probably won't get a finished copy in time for a review next issue. But never fear – as soon as we do, you'll be the first to know.**



- 90% COMPLETE
- PlayStation
- PLATFORM
- BY KONAMI
- JUNE RELEASE
- 1 PLAYER
- NES, SNES, MEGADRIVE VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY - KONAMI TEL: 01895 853 000

Dracula's Castle is said to surface only once every century. It sure doesn't seem like a hundred years since *Castlevania* on Mega Drive. But here it is, back on PlayStation!

CASTLEVANIA

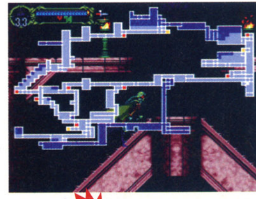
Vampires are definitely back in fashion. At the moment, Paul, Tom and Ed are enjoying the chills and spills contained within *Legacy Of Kain*. Now however, the true vampire video game has risen from its unholy slumber. *Castlevania*! A game series starring none other the Prince of Darkness himself – Count Dracula! A game in which you play a heroic vampire hunter, seeking to destroy the dark one. A game that takes place within Dracula's very home, the infamous *Castlevania* itself. The fourth episode was, without a doubt, one of the best platform games on Super Nintendo, and now the series returns. Those of you upset by Konami's tampering with the classic style of *Contra* on PlayStation, need not fear. *Castlevania* keeps all the 2D brilliance of old, but with the dazzling power of PlayStation behind it. And there's a unique twist to the formula, as we reveal on these pages...



This tunnel is actually a loading screen. It's a brilliant idea and you don't even notice the CD loading.





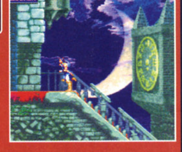


VELCOME TO MY HOME!

While *Castlevania* has always been set within Dracula's Castle, this latest instalment takes the concept to the extreme. There are no separate stages as such, just one massive fortress to explore. As you progress you can bring up a map of how much you've discovered, and the size of the play area is astounding! You can freely move back and forth throughout the castle, in fact it's essential to, since there are tons of secret areas to uncover!

THE STORY SO FAR...

Begin play and the words 'Final Level' appear. This is no mistake though, as this *Castlevania* continues right where SNES *Castlevania* IV left off. As such, this first level is a re-enactment of the previous final boss level. Taking the role of undead exterminator Richter Belmont (we thought he was called Simon, but what do we know?), you climb the steps to the tower at the top of Castle Dracula, to face off against the dread Count. After a gripping battle in which Dracula turns into a monster, the vile one is ultimately destroyed. End of story you'd think, but PlayStation *Castlevania* is only beginning!











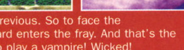






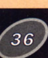
...AND NOW!







Castle Dracula has surfaced again and you'd expect one of those meddling Belmonts to take up the challenge. Only problem is, the last Belmont mysteriously vanished four years previous. So to face the re-emergence of Dracula, his own son Alucard enters the fray. And that's the twist to PlayStation *Castlevania* – you get to play a vampire! Wicked!










THE WAY OF THE VAMPIRE!

Playing as Dracula's sibling is the single factor that distinguishes this new *Castlevania* instalment from previous episodes. Unlike Richter Belmont, who was only able to use a whip (albeit in various powered-up forms) and special icons, Alucard is a far more versatile creature, with a far greater range of weaponry and abilities. And being a stylish vampire babehound, he gets to wear most the cool artifacts he finds.




WEAPONS
With two hands, Alucard is able to use dual weapons – which can assigned to the Square and Circle buttons. Various weapons have specific abilities (a stone sword is best used against a stone golem), and some weapons such as large swords need two hands to hold them. It's best though, to use one hand for a weapon and one for a shield.



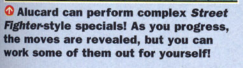
CAPES
The ultimate accessory of the fashion-conscious undead, capes also hold certain magical properties. Ones that we've so far come across grant partial invisibility, or, in the case of the blood cape, allow you to draw energy from enemy wounds. Each one has its own individual pattern too!

ARMOUR
Forget the stake through the heart or sunlight, this vampire can be hurt by a prod with a spear. Hence, vampirical armour. All sorts of breast-plates can be worn, lowering any hits you receive. They don't ruin your Countly looks either.

JEWELLRY
All manner of baubles can be worn, boosting your social standing and powers of darkness. Rings power-up Alucard's stats (dexterity for better hit-rate, constitution for increased strength). Two particular rings are required to activate floor entrance too.

HEADWEAR
Hats to increase intelligence and necklaces that improve your attacking powers, can all be worn on the head or around the neck. The coolest thing you can wear on the head though, are spectacles, as sported by Gary Oldman's Dracula. One particularly smart pair allow you to see evil – vital later in the game. They even give the main sprite red eyes! There's also a snorkel for underwater exploration.

POWERS OF DARKNESS!

Alucard can perform complex *Street Fighter*-style specials! As you progress, the moves are revealed, but you can work some of them out for yourself!



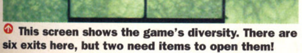
Projectile attack items are found throughout the game. Only one can be carried at a time, and as with previous *Castlevanias*, you need to find hearts to power them.







There's an amazing amount of supernatural powers, which when found are switched on in the inventory. Among them are double-jump abilities and transformation into various strengths of wolf, bats and mist!

This screen shows the game's diversity. There are six exits here, but two need items to open them!





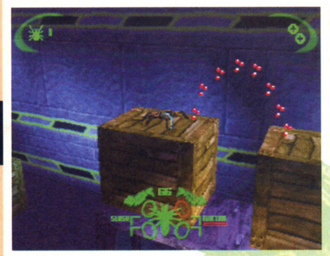
Despite the new features, many classic ideas remain. Candleholders still contain goodies!

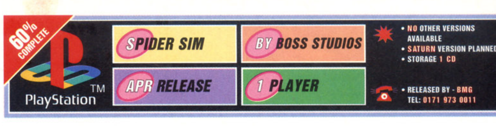
NEXT MONTH! DRACULA SPECTACULAR!

We're going bats for this awesome game! The Japanese version is near enough complete and work on the UK version is already underway. *Castlevania* is coming and we're gonna bleed it for coverage! Bwa-ha-ha-haaaaaaaa! Sigh.





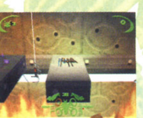




What's got eight legs, lots of body hair and scares people? Not including Phil. It's spiders, and BMG bring them to your PlayStation.

SPIDER









Spider **represents a step into something that is very rarely seen in video games these days – an original idea. But that doesn't immediately give the title an advantage, because when it boils down to it, people still go mad for fighting and driving sims, no matter how many times they have been seen. The basic idea behind *Spider* is that a small time researcher (Dr Michael Kelly) has invented a new chip which lets him project his knowledge into robotic machines. However a few bigwigs have caught hold of this. They storm his lab shooting him in the process, and as he is being dragged away, he uses his new found invention to imprint his consciousness into the body of a spider. And the game begins here as you assume control of the spider, trying to get back Dr Kelly's body.**

FUNNY BONES

Because of the experiments carried out by by Dr Michael Kelly, you are now able to collect various icons to power up your otherwise flimsy legs. You can only carry four items at a time, but each of these can be switched between at any given moment.

FLAME

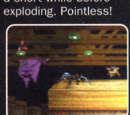
Easy one this. Collect the icon and you receive a small amount of fuel giving you the ability to spit flames at baddies.



ELECTRO

This works in a very similar fashion to the flame, except it gives you a weaker strength but quicker lightning bolt instead.





MINES

Strange weapon this, as once released it hovers just above the surface of the floor for a short while before exploding. Pointless!



BOOMERANG

Possibly the most effective weapon as it always comes back. It only inflicts an average amount of damage on enemies though.



HOMING MISSILES

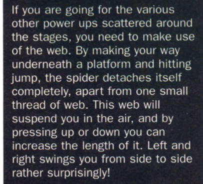
You only get three of these, so it's best to try and avoid wasting them on normal enemies. They work best on bosses.





THE WEB SLINGER

If you are going for the various other power ups scattered around the stages, you need to make use of the web. By making your way underneath a platform and hitting jump, the spider detaches itself completely, apart from one small thread of web. This web will suspend you in the air, and by pressing up or down you can increase the length of it. Left and right swings you from side to side rather surprisingly!



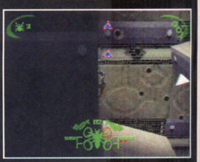




You have to swing here to collect these power ups.

STICKY FEET

Spiders can walk along virtually any surface. Why else would you find them on your ceiling and climbing up the plug hole as you're about to run a bath. And this is a forte that Spider the game utilises as well. Any solid surface can be scaled, often leading to numerous hidden power ups or icons. The roof is also a useful vantage point as you can hang there to attack non-jumping enemies without sustaining any hits.



The icons provide clues as to which way to scale the walls.





Since when do spiders explode when they die, eh?



The shield will temporarily protect you from the flames.



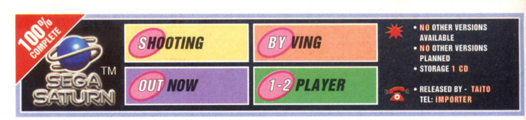
SLING YOUR HOOK!

Spider may be scuttling its way to our review pages next month. But then again, maybe it won't.







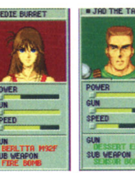


Retro-gaming is deemed pretty cool at the moment, but the trouble is most of the games are crap. We've found one that isn't.

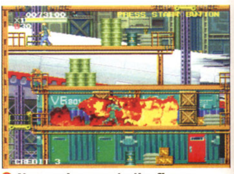
ELEVATOR ACTION RETURNS

What do you expect from a game these days? With even more emphasis being thrown into 3D since the advent of the 'super consoles' as it were, games companies are under increasing pressure to come up with the goods by revamping old titles. Even the old wily dogs at Capcom have beefed up *Street Fighter* and given way to polygons rather than sprites. Which is why it's always refreshing to see games designers returning back to the old days rather than harping on about them. *Elevator Action* marks a leap back to the 2D, sideways scrolling shoot-'em-ups similar to *Rolling Thunder* and *Contra*. The game doesn't attempt to do anything flash with the graphics or sounds, just playability. It's already available on import, but Sega are still unsure about whether to release it or not. Now if they had any sense...

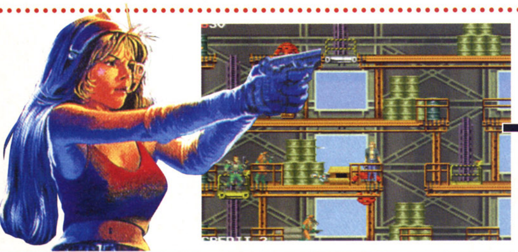


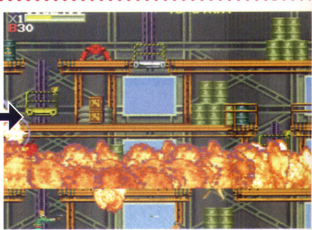


Jad the Taff! Presumably he's from Wales.



You are immune to the flames.

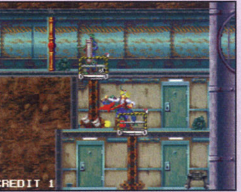




WATCH THE OLD FAMILY JEWELS!

Shooting people in the head with a pistol is a sure way of killing them, but isn't always practical. So why not forget the handheld for minute and get down to the bare essentials by engaging in a bit of hand-to-hand combat? When an enemy gets close enough to you, hitting the fire button will automatically cause you to start swinging fists and swiping legs at the hapless enemy. Having said that, a bit of pistol whipping is also the norm for Jad the Taff (who came up with that name?). Couple this with the violence mode on full, and you get loads of gratuitous splats of blood everywhere. Cool.



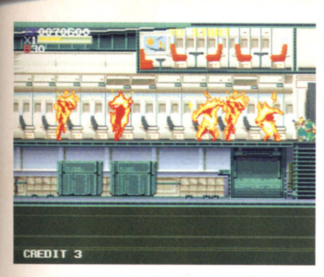


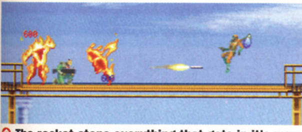
AVON CALLING

When you begin a stage, only a small part is open for you to run around. The only way to open up the remainder of the levels, is to locate the red doors and enter them, but once you exit, the doors become redundant. If you happen to miss one of the data storage units though, the game flashes a huge 'caution' message on screen and directs you to the cupboard, saving a bit of your time in the process.









The rocket stops everything that gets in it's way.

LOOK OUT BELOW!

As you wander through the corridors, disposing of various enemies, keep an eye out for the small items fixed to the ceiling. Light bulbs and sprinkler systems can be shot to the fall onto the heads of enemies, the benefit of this being that you get a bonus for your troubles. Also look out for the cardboard boxes on the ground, as some of those hold a small cluster of bombs which destroy virtually everything on screen. Shooting the lights also makes the corridor you're currently in go dark, and it is possible to plunge whole sections of the buildings into temporary darkness by shooting the main fuse sockets. You'll often hit these accidentally, and as yet we're unsure if they have any effect on the game, but it looks nice all the same!







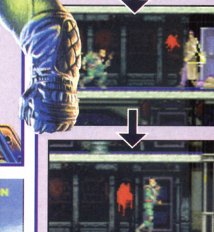




No flashy intro here, just a few Manga style cut scenes. But it's still cool!

WE NEED MORE BLOOD:

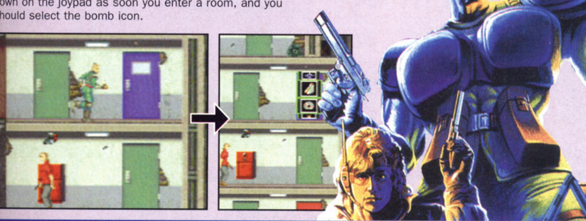
For all of the squeamish out there, the game features a 'it'll please your mum mode' which enables you to switch the level of violence from the rather weak 'normal' mode to the excellent 'normal' mode where blood splats appear and dribble down the wall when someone is shot. Very gruesome.





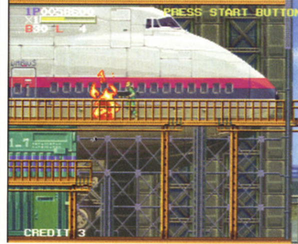
WHEEL OF FORTUNE

You know about the red doors, but the blue ones are also pretty beneficial to you. Stepping inside one of these will reveal a small 'Wheel of Fortune' type affair containing every icon it is possible to pick up, and all you have to do is stop it to collect your bonus. One small tip that works about 90% of the time is to hold down on the joypad as soon you enter a room, and you should select the bomb icon.





This is only a short way into the first stage, but already huge buildings are crumbling around you!



One rocket is all it takes to reduce any of the enemies into a ball of flames. Burn in hell scum!

NEXT MONTH-GOING UP?

At the time of writing we're afraid there are no plans to release this over here. But if it is, we'll be reviewing it in the very near future.



40% COMPLETE
PlayStation
3D PLATFORM | BY ACTIVISION
LATE 97' | 1 PLAYER

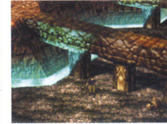
- ANCIENT PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE - 1 CD
- RELEASED BY - ACTIVISION
- TEL: 01895 456 700

Just like Mario and Sonic, another seminal small-screen star gets his own 3D game. If only to prove that Pitfall Harry is no stick in the mud (though he has come close several times).

PITFALL 3D

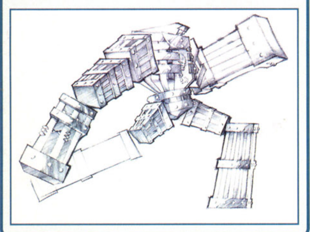
Pitfall Harry was revolutionary when he first appeared on the Atari VCS in the early 80s, so has had a lot to live up to since then. While *Pitfall: The Mayan Adventure* broke new ground in terms of who it had on board to produce it, the gameplay on offer turned out pretty obvious. Activision had taken an old 8-bit title and dressed it up for the 16-bit crowd perhaps just a little too late to capture any more imaginations – they all belonged to *Castlevania* and *Gunstar Heroes*. Now Harry looks set to make a bigger impact, coming to PlayStation this year with a game which sets new standards of excellence in 3D games.





I'D JUST LIKE TO SAY THANK YOU

Activision have been hard at work getting some of the best behind-the-scenes people from the entertainment industry involved, to make *Pitfall 3D* happen. Conceptual designers, responsible for inventing Harry's new world and its creatures, include a LucasFilm artist who has contributed to the new Star Wars trilogy. To assist with the animation of complex 3D characters, Activision hired a couple of ex-Sega Japan employees (actually one is Australian, the other is French – but they worked for Sega Japan). The hired talent has paid off, with a distinctive and 3D world taking shape.



WAY TO GO HARRY!

The Pitfall concept is almost as old as video gaming, hailing from a time when the name of a game would tell you exactly what it was about – *Jet Pac*, *Lunar Lander*, *Asteroids*, and so on. Activision's biggest contribution to video games is the 'pitfall', crossed by a swinging vine. Could be that if it weren't for P*itfall* there may never have been a *Castlevania* series! In *Pitfall 3D* the swinging vine now gives Harry a choice of four directions instead of the traditional two. Could be tricky. In fact it's not. While Harry swings, players just nudge the directional up, down, left, or right to change the swing. The 3D vine has allowed Activision to hide more secrets from players, as well as present them alternative routes through any level.

AIN'T NO JUNGLE JIVE NO MORE





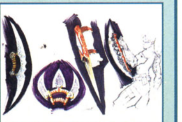




First thing Activision required to make *Pitfall 3D* happen, was take Harry out of the jungle. Seems a little strange, since the jungle is what Pitfall has been traditionally about, but there are good reasons. And those reasons are called trees. Apparently trees require an awful lot of processing to create whole forests of them in 3D, so were abandoned early on. Now Harry finds himself in volcanic territory – all rocks and crags – where a heavy fall is likely to hurt a lot more! It's also much less predictable. The play area is true 3D, and Harry is required to dodge in and around obstacles as well as just hop over from left to right, above and below. This is much closer to how *Mario 64* or *Tomb Raider* works than *Crash Bandicoot* or *Pandemonium*. However the player's viewpoint is fixed by the developers – the producer of *Pitfall 3D* explained that he didn't want 'camera' control to obstruct the player's enjoyment of the game.

THE WHIP TAKES A TRIP

Along with the jungle, Harry's Indiana Jones style bullwhip has gone too. Again this is due to polygon processing, which requires complicated routines to manage the behaviour of such a tool. In its place Harry totes a magic staff, which morphs into a more powerful and visually impressive version when Harry collects a specific icon. Most of Harry's time is taken dealing with the challenges of terrain, but the staff allows him to deal with enemies who get too close.



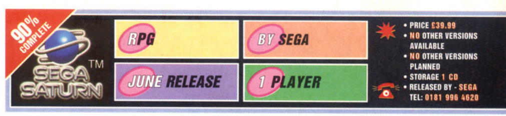
Concept sketches of a few of the forms Harry's magic staff can adopt.



MORE PITFALL 3D SOON!

A thorough playtest of *Pitfall 3D* is an opportunity we hope to have soon. When we do, you'll be the first to know all about it. Should be very interesting, folks, so keep in touch!





Heritage plays an important part in the success of any RPG, and the *Shining* series has been extremely successful for Sega. But does 3D enhance or affect the gameplay?



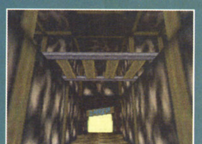
Since it began in 1992, Sega's *Shining* series has presented some stiff competition for other companies' most popular RPGs. Thanks to a bunch of great characters and an endearing graphical style, the *Shining* games are always ones to look forward to. They're not especially original –*Shining Force I & II* bear many similarities to Nintendo's *Fire Emblem* games – but that's a quality hard to find in any RPG other than the most early examples on Nintendo. Team Sonic have their own special brand of humour, and always a great tale to tell through their games. *Shining The Holy Ark* marks a welcome return to the first-person perspective of *Shining In The Darkness* – Team Sonic's first RPG on Mega Drive. Thanks to the Saturn's way superior capabilities, their imaginations have been allowed to run wild!

CLASSIC STYLE RPG OVERHAUL

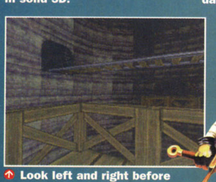
It's obvious that the new Sega Graphics Library has helped the production of *Shining The Holy Ark* a great deal. Though the textures may look quite rough compare compared to recent PlayStation and N64 titles, the solidity of 3D is superb. Consequently Team Sonic have been able to generate some cool 3D worlds, which are explored from a first-person perspective at all times. Yes, even the towns and villages are full-blown 3D – not just the dungeons. In a short matter of time, players become fully immersed in this environment, helped along by a cool system which allows players to look up and down, left or right from a standing position. Standard movement is simply achieved by pressing up to go forward, back to walk back, and left or right to rotate 90° in those directions.



Explore the villages as though you were really there, in solid 3D.



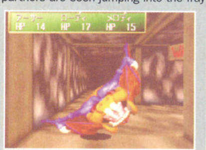
Check up and down to find other means of escape from danger.



Look left and right before chancing a run across corridors.

FIGHT ACTION FROM A FRONT LINE PERSPECTIVE

Confrontations with monsters are a regular occurrence, right from the very first dungeon. Players used to the *Shining* series' friendly menu system should have no problem here. Everyone else must learn to adapt very quickly! The action is viewed from the eyes of the main hero, while the rest accompany him from behind. Enemies appear in a variety of imaginative ways: bats sometimes fly from behind, overhead; ghosts float out of walls from the left or right; zombies stroll into view Frankenstylee; and imps hop in from all sides. It's very cool. Occasionally the hero party have a premonition of danger, displayed as a cartoon flash on screen, which allows the player to make sure everyone's healthy before proceeding. In the heat of the battle, enemies strike directly at YOU, and partners are seen jumping into the fray when they make their move.



Ouch! That really hurt! You won't get away with it though...



Go for it! Use the magic! Hyuk! Hyuk!



Take that, you...you... whatever you are!











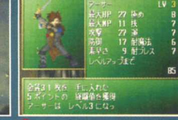


IF THEY COULD SEE ME NOW

Presentation is everything in an RPG, and Team Sonic have done well to dress up what could otherwise have been very serious-looking game. The graphic style of *Shining The Holy Ark* depends heavily on CG renders, but this is backed up by manga portraits of the characters during conversation. Where the CG content comes into its own, however, is through the intermittent FMV sequences, and each time a character 'Levels Up', where they are seen to gain power through a brief animated pose move. Yeah, we like that.



Team Sonic have their own cool style when it comes to dramatic use of CG FMV.



Each time a character's status increases we're shown a neat animation sequence.





Enemies in outdoor locations are much stronger!



Animation is fairly jerky, but the overall effect of being attacked by this kind of guy is scary!

PLAY YOUR CARDS RIGHT

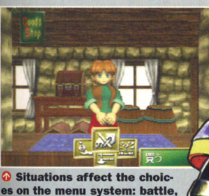
The *Shining* series' menu system is one of the best user interfaces we've ever encountered. Though it allows for a comparable amount of instructions to other RPGs, the appearance is more user friendly than most. At the press of a button, a group of four icons appears at the bottom of the screen, tailored to suit the current situation – exploration of battle. So in the case of a battle, the initial four choices are attack, defend, use an item, or run away. Highlight any one of these and a further four choices are presented, for example in what manner you would like to attack. This is a very speedy system, which is essential for use against fast-moving enemies. It also helps in the quick exchange of cash for goods, and hassle free conversation with towns people.



You can refer to the menu system at any time, to examine status or whatever.



You want magic? You got it! You want to eat a snack now? You got that too!



Situations affect the choices on the menu system: battle, exploration, and so on.

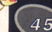






SHINING A LIGHT

We hope to play as deep into *Shining The Holy Ark* as possible in time for an official UK review soon. Depends on how soon Sega can get an English Language version to us. Expect an update on this cool game at the very least, next issue.



SEGA SATURN RPG ROUND-UP SPECIAL

In response to the many letters we have received on the subject, CVG is here to provide Saturn users with a Rough Guide to the pick of its RPGs.

A lot of attention is focused on PlayStation at the moment because of one game which happens to be an RPG. However dedicated Saturn users have been begging CVG for news of RPG releases for a long time. To coincide with Sega Europe's plans to release *Shining The Holy Ark*, we've compiled this shortlist of titles which we think also ought to be considered.

SPOOKED BY DA GOBBLEDYGOOK

There's no use pretending that it's easy playing through most Japanese RPGs, unless you can read the language. That said, it is possible to gain a lot from struggling on. It's worth checking with your importer if they know anyone else who has played the game, to see if they can put you in touch with an expert in case you get stuck. However we've been careful to choose ones here which don't present too many 'brick walls'. Thing is, if you're nuts about awesome graphics and great music, you're probably happy to savour what you can! So just enjoy the rest of the feature.

MAGIC KNIGHT RAY EARTH

DEVELOPED BY CLAMP 1 CD

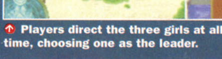
Of all the games presented here, *Ray Earth is* the most easily accessible to western players.



This tale of three cute girls on a fantastic adventure is an Action RPG, meaning that players control the three lead characters directly with just a couple of buttons used to perform moves – one standard, one magic. Most puzzles are physical ones, generally involving the location of a switch or key item required to bypass a locked exit or defeat a bad-tempered guardian. If you've played *Shining Wisdom* on Saturn, or even *Zelda* on the Super NES you'll be quite familiar with how *Ray Earth* works. The neat twist in this game though is how players may switch between the three girls at any point, taking advantage of their unique weapon skills. *Ray Earth* has its routes firmly planted in the anime realm, as it is a direct interpretation of a popular TV series. In Japan you can even buy *Ray Earth* action figures, and soundtracks. So it's no surprise to find that developers Clamp have incorporated numerous original anime sequences into the game to satisfy customers. As with *Sakura Wars* these are of high quality, and are a mixed bag of drama and comedy. All round this is an enchanting Action RPG, which is never too challenging but always rewarding.







Players direct the three girls at all time, choosing one as the leader.



TERRA PHANTASTICA

DEVELOPED BY SEGA ENTERPRISES, LTD 1 CD

Okay we admit that this one is a real tough one to get into, even if you are a native Japanese!



BUT the rewards are worth the struggle it takes to get going. From our experience Terra borrows a lot from Sakura Wars/Shining Force, while utilising some of the elements in *Dragon Force*. Battles are treated as strategic exercises, taking into account the whole force as one, as opposed to individuals working toward the same goal. Between times mission briefings and recruitment adopts a very serious tone, and involves lots of questioning and careful persuasion to build the right kind of army. Similar to Konami's *Vandal Hearts* on PlayStation, Terra also takes into account the ground level a fighter is standing on. Those fighting uphill are in a worse off position to those attacking from above. Also the type of terrain affects performance. So this is to be taken quite seriously, and may not appeal to everyone reading this. Still *Terra* is an extremely stylish Strategy role player, which keeps players on edge with its strict battle routines.







Those familiar *Shining Force I & II* will feel at home with this battle system.

SAKURA WARS

DEVELOPED BY RED 2 CDs

The heroes in this tale masquerade as actors, using a big old theatre in the heart of old Tokyo as their HQ.

Sakura, the heroine in the game, looks innocent in her traditional attire, as do the rest of here team. However when duty calls they transform, Thunderbirds style, into giant robot battle suits to seek and destroy! *Sakura Wars* is a beautifully presented game, in which there are two distinct styles – the anime used in the character/plot development sections, and the detailed CG rendering of the battle scenes. In the first case players are treated to minimally animated anime portraits of the characters, where interaction is done through a cursor which changes shape according to the options available – ie talk, look, knock, pick up, etc. Occasionally these 2D scenes break out into a full blown anime sequence to explain the story better. These are of a very high quality. When it comes to battle, the viewpoint adopts an isometric 3D perspective and all participating characters are CG models against detailed CG 3D backdrops. Anyone familiar with *Shining Force I* and *II* on Mega Drive should feel right at home with the grid-based team work involved here, in which characters are restricted to one grid of squares for movement, another for attack range. The menu for offensive or defensive moves is neatly presented too. Look forward to some spectacular exchanges during battle, especially the special attacks which are all customised for each character. If there is any justice in the world Sega of America will start on a conversion soon!













Make a decision before time runs out. She won't like it if you say the wrong thing.





DRAGON FORCE

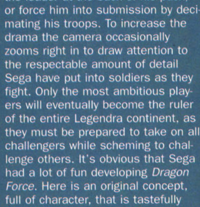
DEVELOPED BY SEGA ENTERPRISES, LTD 1 CD

Probably the most viscerally thrilling example from Sega's in-house R&D.

The scale and intensity of the battles in this game is unbelievable, and it is this aspect which the plot centres around. From a small outpost in the corner of a warring land, players must enlist the help of skilled fighters of all professions to overcome equally dedicated leaders of men – and supernatural beings. During battles, players must decide when to send in the cavalry or just how much cover the infantry require from archers, or even magicians and their spells. Also, you may aim to fell the leader at the back of his pack, or force him into submission by decimating his troops. To increase the drama the camera occasionally zooms right in to draw attention to the respectable amount of detail Sega have put into soldiers as they fight. Only the most ambitious players will eventually become the ruler of the entire Legendra continent, as they must be prepared to take on all challengers while scheming to challenge others. It's obvious that Sega had a lot of fun developing *Dragon Force*. Here is an original concept, full of character, that is tastefully presented at all times.













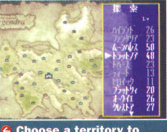
Presentation throughout *Dragon Force* is really superb. Great artwork, cool cut scenes.



It's the mages vs the dragon men!



Aargh no! He's using his magic!



Choose a territory to overthrow next. Eventually you must rule them all!

THE QUEST FOR CASH

Last of all a word in Sega's defence. While there may be every desire to bring the best of Japan's RPGs to the UK, the cost of doing so is often too expensive. This isn't to say that Sega UK have already given up on these beautiful games, just that there isn't an opportunity right now. We'll keep you posted.



CHECKPOINT

The month's events and software releases at a glance. **April - May**

You've reached Checkpoint – your complete guide to what's happening on planet video games while this issue of CVG is on sale. Remember to look out for the games highlighted in red – they're going to be big!

This month sees some big games hit the UK, with Sony releasing Namco's *Rage Racer* and *Soul Blade* at last. Also, the big games of this coming Summer and Christmas are being revealed at the Tokyo Game Show. Hopefully Capcom will have a more finished version of the delayed *Resident Evil 2*; Nintendo will show more N64 games, like *Zelda* and *Starfox 64*; while Sega could reveal their plans for *Virtua Fighter 3* as well as showing off Saturn *Last Bronx*!

WIN! WIN! WIN!

SOUL BLADE

The excellent MasterS Mode in Namco's *Soul Blade* lets you collect and use a big selection of weapons. Simply tell us, with the aid of a drawing if you want, what would be the coolest weapon in the game if you had been one of the designers. The most original and interesting wins a copy of the game. Mark your entries:
A TALE OF SOUL AND LASERS

REBELLION

Seeing as both Death Stars from the Star Wars films get destroyed, help the Empire out by designing them a new super weapon to replace it. Send us the blueprints and let us know exactly what it can do to win yourself a copy of *Rebellion* on PC CD-ROM. Mark your entries:
I WANT THAT GAME, NOT EXCUSES

SATURN BOMBERMAN

We love *Bomberman*, and think that everyone should get it. Thing is, some people seem to think that *Bomberman* is old news. We want you to convince those people that it isn't by designing a brilliant advertising poster for *Saturn Bomberman*, and we'll reward the best with a copy of the game. Who knows, Sega might even decide to use your poster themselves! Mark your entries:
THANK GOODNESS FOR BOMBERMAN



Send all entries as soon as possible to:
CHECKPOINT #186 FREEBIES, COMPUTER AND VIDEO GAMES, 37-39 MILLHARBOUR, THE ISLE OF DOGS, LONDON, E14 9TX.

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TOKYO GAME SHOW

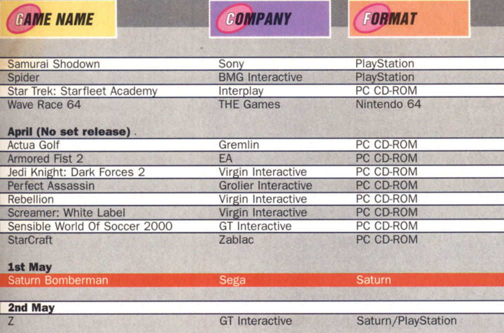
4th-6th April *Tokyo BigSight*
The biggest game show in Japan is held this month, with all the top companies revealing new plans, as well as showing off how well their upcoming games are coming on. As ever, CVG is going to be there, meaning that we'll have the biggest and best coverage in the next issue. Capcom could well steal the show with PlayStation *Biohazard 2* (*Resident Evil 2*), Saturn *Blohazard Dash*, plus *X-Men Vs Street Fighter*, *Marvel Superheroes*, and *Cyberbots* on Saturn.



Capcom's *Marvel Superheroes*.

KEY: Red – Look out! A biggun! | Blue – Wot a load of rubbish!

GAME NAME	COMPANY	FORMAT
3rd April		
Three Dirty Dwarves	Sega	Saturn
4th April		
Darklight Conflict	EA	PC CD-ROM
Descent 2	Interplay	PlayStation
FIFA '97	EA	Saturn
Independence Day	EA	Saturn/PlayStation PC CD-ROM
KKND	EA	PC CD-ROM
Little Big Adventure	EA	PlayStation
Monster Trucks	Psygnosis	PlayStation
NBA Live 97	Sony	PlayStation
Rage Racer	Namco	PlayStation
Porsche Challenge	Sony	PlayStation
Transport Tycoon	Microprose	PlayStation
Wing Commander 4	EA	PlayStation
10th April		
Scorcher	Sega	Saturn
11th April		
Mortal Kombat Trilogy	GT Interactive	Saturn/Nintendo 64
Rebel Assault 2	Virgin Interactive	PlayStation
TFX	Ocean	PlayStation
18th April		
International Power Soccer 97	Sony	PlayStation
Jonah Lomu Rugby	Codemasters	Saturn/PlayStation
Offensive	Ocean	PlayStation
Sentient	Sony	PlayStation
Soul Blade	Namco	PlayStation
Total Racing	Ocean	PlayStation
24th April		
Bug Too!	Sega	Saturn
25th April		
Sampras Tennis Extreme	Codemasters	Saturn



GAME NAME	COMPANY	FORMAT
Samurai Shodown	Sony	PlayStation
Spider	BMG Interactive	PlayStation
Star Trek: Starfleet Academy	Interplay	PC CD-ROM
Wave Race 64	THE Games	Nintendo 64
April (No set release)		
Actua Golf	Gremlin	PC CD-ROM
Armored Fist 2	EA	PC CD-ROM
Jedi Knight: Dark Forces 2	Virgin Interactive	PC CD-ROM
Perfect Assassin	Grolier Interactive	PC CD-ROM
Rebellion	Virgin Interactive	PC CD-ROM
Screamer: White Label	Virgin Interactive	PC CD-ROM
Sensible World Of Soccer 2000	GT Interactive	PC CD-ROM
StarCraft	Zablac	PC CD-ROM
1st May		
Saturn Bomberman	Sega	Saturn
2nd May		
Z	GT Interactive	Saturn/PlayStation
16th May		
Ecstatica 2	Psygnosis	PC CD-ROM
iF-22	Interactive Magic	PC CD-ROM
22nd May		
Formula Karts	Sega	Saturn
May (No set release)		
Carmageddon	SCI	PC CD-ROM
Heart of Darkness	Virgin Interactive	PC CD-ROM
NHL Breakaway 98	Acclaim	Saturn/PlayStation
Rattlesnake Red	Acclaim	PlayStation
RIVEN: Myst 2	Broderbund	PC CD-ROM
Star Trek Generations	Microprose	PC CD-ROM
X-COM Apocalypse	Microprose	PC CD-ROM
Spring 97 (No set release)		
Actua Tennis	Gremlin	PlayStation
Adidas Power Soccer	Psygnosis	Saturn
Assault Rigs	Psygnosis	Saturn
Ecstatica	Psygnosis	PlayStation
Krazy Ivan	Psygnosis	Saturn
Grand Theft Auto	BMG Interactive	Saturn/PlayStation
Marvel 2099	Mindscape	PlayStation
NBA Hangtime	GT Interactive	Nintendo 64
NHL: Open Ice	GT Interactive	Nintendo 64
Ninja	Eidos	Saturn/PlayStation
Planet Of The Apes	EA	Saturn/PlayStation
Syndicate Wars	EA	Saturn/PlayStation
Viper	Ocean	Saturn/PlayStation
War Gods	GT Interactive	Saturn/PlayStation Nintendo 64

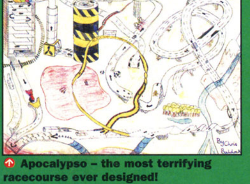
WINNERS! WINNERS! WINNERS!

RAGE RACER

We asked you to design the most fiendish racetrack ever, and got some excellent entries. Barry Newlands' "Urban Death Track" and Michael Stewart's "666 Track" impressed us a lot, but the overall winner is Chris Baldock's "Apocalypso". It's got some amazing sections, including the Blood Wash, BSE Blockage, and Aloutte Killer. Well done.

MDK

Unfortunately, Kamran A's embarrassing moment was too naughty to print in CVG, so Sean Cooper from Dublin wins. He was desperate for the loo in a department store, so he asked an assistant where to go. Then he realised it was a display dummy. Doh!



Apocalypso – the most terrifying racecourse ever designed!

FIGHTERS MEGAMIX

Other than a few feeble entries (*Super Fighters Megamix* – same as regular *Megamix*, only with 3 extra characters), nearly every game prediction sent in was great. William Cox from Ireland came up with such ideas as "*Ultimate CVG Death Carnage 2*" and "*Battle of the Bands*", while Tom Amos from Barnsley sent a special issue of CVG with games like "*NiGHTS Into Fights*", and "*Coronation Street Fighter*". But the winner is Romeo Mazzei from Amsterdam with his load of ideas for "*Sega RPG*" featuring all of the characters from the Sega Universe where all the game bosses have joined forces. Sounds very cool and is quite possible as well.



Soul Blade **looks even better than** ***Tekken 2*****, meaning that it might be even more popular!**



Rebellion **on PC CD-ROM puts you in charge of Star Wars! What more could you ask for?**



Saturn Bomberman **lets you play with up to TEN bombers at once! Quickly, find more friends!**



Rage Racer **is Namco's best driving game to date! It's finally released in the UK this month, and everyone with a PlayStation must get it!**



We are eternally grateful to Dougbert and Darren from the HMV battle-base for supplying the games and release dates for Checkpoint. Of course, even though they are super-human, they can't be held responsible if releases change at the last minute, and neither can we. Very sorry about that.

HMV
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FREE MiNi DATABANK

SUBSCRIBE TO CVG AND GET OUR OFFICIAL BRAIN PODULE!

You may notice that CVG changes its Earthly address this month. We refer to our new Millharbour mansion as 'Earthly', because, while it is the location you send your mail to, for the most part it is only occupied by our mechanical servants. Each day they obediently load your sacks of correspondence into heatproof rocket-pods and blast them to us at... *the CVG Space Station!*

Orbiting 100 kilometres above the Earth's surface, this five mile wide celestial construction is where the mighty **CVG Team** conduct all their cosmic gaming duties. Come with us now, as we take you on a rare tour of its secret interior. To locations such as – the **News Womb**! A giant pulsating eggsac in which **Doctor Davies** floats foetus-like, absorbing facts sucked telepathically in from across the globe.

Then there's the **Jeopardy Gym**, a sealed vault bristling with laser weaponry, giant circular saws, and gargantuan robots. It's here that you can find the fearsome gangsters known as **The Designers**. Each Earth cycle they test their powers of 'maiming' and 'crushing' against its hazards, in preparation for our monthly deadline, when by tradition they must unleash their unquenchable fury on their natural enemy – the timid people called **The Reviewers**.

And what of The Reviewers? Well, they spend most of their waking hours exposed to our patented **Game Ray**, which shrinks and loads them into the very code of the latest software, allowing them to experience the playability firsthand, *at the very risk of their lives!*

And of course, there's **Ed**. Whose body can be found dissected in our Freak Lab, as we forever try to locate his mysterious 'tips' organ...

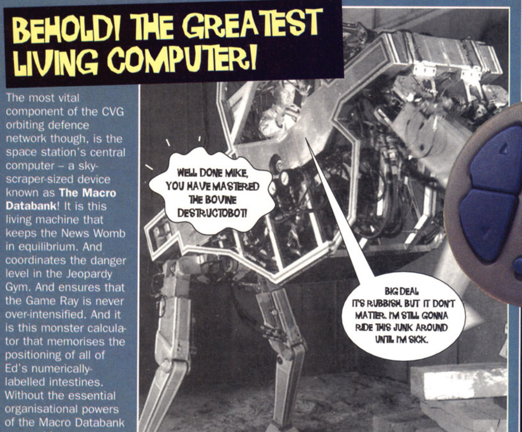


NOW MARVEL AT ITS LITTLE BROTHER!

Our mighty Macro Databank is truly a wondrous machine and we would love to share its invaluable abilities with YOU, our faithful readership. However, there is only one in existence and it is too large to remove from the space station. So the Macro Databank has come up with a solution. It has created scaled-down replicas of itself – **Mini Databanks**. Subscribe now and not only will you get your issues before they hit the shelves, but one of these organisational pods will be beamed to you. Perfect for the Cuggy on a mission deep in enemy territory. Just look at what it can do!

BEHOLD! THE GREATEST LIVING COMPUTER!

The most vital component of the CVG orbiting defence network though, is the space station's central computer – a sky-scraper-sized device known as **The Macro Databank**! It is this living machine that keeps the News Womb in equilibrium. And coordinates the danger level in the Jeopardy Gym. And ensures that the Game Ray is never over-intensified. And it is this monster calculator that memorises the positioning of all of Ed's numerically-labelled intestines. Without the essential organisational powers of the Macro Databank we would *cease to function!*



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NEXT MONTH

ISSUE No. 187 OUT ON MAY 11TH



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Pull-out *Tomb Raider* and *Tobal No.1* guides, complete guide to the Nintendo 64 UK launch games. *Tekken 3* feature, *Turok: Dinosaur Hunter* review, *Time Crisis* and *Soul Edge*.



FREE Sony PlayStation video. Every great Star Wars game ever made. Previews of *Blast Corps*, *Doom 64*, and *ISS 64* on N64. Part one of our *Soul Blade* player guide. *Final Fantasy VII* feature.



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Great magazines that mature with age!





Weak minded fool! That old Jedi mind trick doesn't work on me, newsagent! Now reserve me a copy of Computer and Video Games before I feed you to the hungry Rancor Beast I have waiting outside!

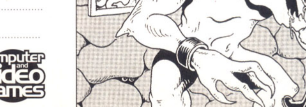
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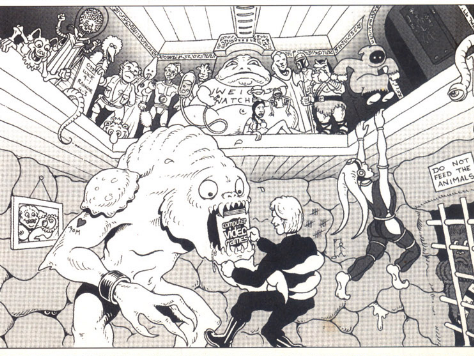
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It's been a long time coming, but the wait is finally over. *Micro Machines V3* finally arrives, and in style. We all know it looks great, but is it any good?

HIGH FIVE! HIGHEST CVG RECOMMENDATION

The Original Micro Machines Scale Miniatures V3







The PlayStation and Saturn have brought the arcade experience closer to the home than ever before. But if there's one thing missing from both systems' libraries, it has to be a good multiplayer game. Sure we've had some great two-player games, and four can enjoy most sports sims, but what about eight? What game could possibly meet the demands of eight sweaty-palmed individuals? Only the latest instalment in the successful *Micro Machines* series no less. A game that has promised much and is now ready to deliver, big time! Study these pages carefully, you're gonna learn to love this game!

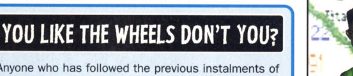








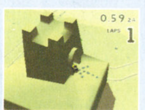




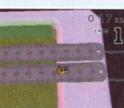
YOU LIKE THE WHEELS DON'T YOU?

Anyone who has followed the previous instalments of *Micro Machines*, knows that there are cars and courses a-plenty on offer. *MMV3* is no different, and offers more than ever before. There are 32 different vehicles to race, each with their own attributes – sports cars are fast and skiddy, trucks slow but better at cornering. Vehicles are assigned to certain tracks – courses with big jumps require fast cars, while circuits that have lots of twists need a slower vehicle with better handling. There are 48 courses to master, each set in the now famous *MM* locations. The breakfast tables, chemistry lab, classroom, snooker tables, garden, restaurant and beach are all here, looking better than ever before in glorious 3D!





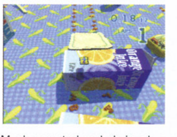




Some circuits from previous MM games return in a remixed form. Turbo Returns is the son of Turbo Turns from MM2!

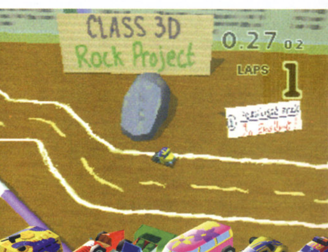


THHHWEEEDEEEE!





Much reported and obviously a major selling point for the game, are the 3D environments the races take place in. No *MM* game has looked this good before. The cars race around (and on) solid 3D models. Add the amazing light sourcing, reflective surfaces and the roaming camera view and the result is dazzling. Not only does this 3D world make cosmetic differences, but it also adds to the playability. The 3D allows you to understand the layout and intricacies of each track, much easier than in the older *MM* games.











REVIEW



IT IS A GOOD DAY TO CRY!

New to *MMV3* are the Prize Cars and the Keepsies mode of play. Prize cars are awarded when you finish first place in a tournament race, or when you beat a previous best lap time in the Time Trial mode. Your Prize Cars can then be driven by yourself in the Test Drive mode, or if your feeling confident – in the Keepsies mode. In a Keepsies race, each player selects one of their prize cars and then race each other on a selected track. The winner gets to keep opponents prize cars, providing you don't already have the same vehicle in your collection. If you are already in possession of the same motor, you get to destroy the loser's car! HA HA!



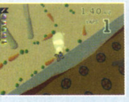






COOL THING 1

When heavier vehicles go around tighter bends and corners, they tip onto two wheels until they regain balance. A minor detail but it adds to the *Micro Machine* magic.





COOL THING 2

Vehicles, such as the police car and ice-cream van, have their own specific horn sounds. Press the horn and the police car turns on its' siren. The ice cream van plays childrens music!







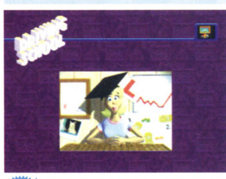
COOL THING 3

When each race is loading, there are little symbols in the top-right of the screen , to indicate what to expect on the next track. See if you can figure out some of these.





Hmm, waves, jumps, a splat. Weird?



COOL THING 4

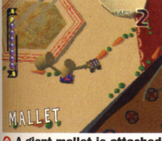
The complete beginner can learn a basic course in *Micro Machine* mad skills, by entering Cherry's driving school. Finish the five quick courses and you'll be ready to take on the best.

COMMENT

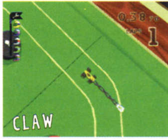
For me the original *Micro Machines* on NES was one of the best games ever, until the near-perfect Mega Drive *Micro Machines 2* bettered the formula. Now *Version 3* arrives, and it's the perfect evolution of the series! The transformation of the razor-sharp style into realistic 3D is perfect. I was worried about the way the 'camera' would move to accomodate the action (it was a bit distracting in earlier versions), but the final version is problem-free. Codemasters know it's the spot-on game-play that makes *Micro Machines* such a hit, and while they've spent a lot of effort on the graphics (which are truly incredible), they've made sure *V3* plays exactly like its predecessors. As before, the game shines brightest in multiplayer mode – this is one of the best multiplayer games made! *Final Fantasy VII* may have sold PlayStations in Japan, but I think *Micro Machines Version 3* will do the trick in the UK. TOM GUISE

COULD IT BE MAGIC?

New to the series in *MMV3* are power-ups! Gift wrapped parcels which appear dotted around the courses, each containing a special power-up. For the purists there is the option to turn power-ups off during multi-player games, but we think they'll be leaving them on!



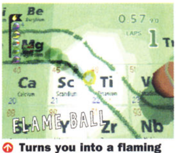
A giant mallet is attached to the front of your vehicle, now start smashing!



A large expandable claw, grab the vehicle in front and toss it behind you.



Turns you into a flaming mass, touch the other vehicles to gain an advantage.

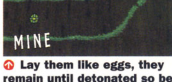




Difficult for people to see you, including yourself! A bit tricky this one.



Fires a missile directly ahead, hit the other cars to make them spin-out.



Lay them like eggs, they remain until detonated so be careful on later laps.

FIRE TRAIL



Cut up other cars to scorch them with your fiery exhaust.

DYNAMITE

Throw sticks of dynamite around the course.

FORCE FIELD

Expand the shield surrounding your car, and it's bye bye rival!

SPEED UP

As much a hindrance as a benefit, the speed is so fast!


Turn the page to see how Micro Machines V3 should really be played!

REVIEWER

With each new version of *MMV3* that we've received, I've gotten more and more excited. Now after what seems a very long wait, the finished version arrives. Unlike another recent big sequel multi-player race game, that disappointed at first, *MMV3* is immediately brilliant. From the moment the game loads, from the options screen, to the moment you've completed every tournament, the game delivers. This is also a game to play with friends, lots of them. The amount of different play options is great, adding to some long-lasting enjoyment. I'll ignore the small glitches in the graphics, they don't effect the play. All I can say is thank you Codemasters. Thanks for not rushing the game out, for taking your time, for getting everything right. You've done yourselves proud. Well Done! ALEX HUHTALA





RATING

It's not original or ground-breaking, but it plays brilliantly. Everything we hoped for, expected and more besides. FUN FUN FUN! (Note. In caps no less)!!

THE CVG ALL INVITATION MICROMACHINES V3 CHALLENGE



It's challenge time once again, and what better game to test the team spirit than the PlayStation's greatest multiplayer game – *Micro Machines V3*!

















You've read the review on the previous page but, like it says, here's how to really play the game. Over the years and through the series of *Micro Machines*, Codemasters have proved that they know how to make a good fun multiplayer game. During the past few weeks several office grudge matches have been contested over this beauty of a game. Now is a time to bring all the mere mortals together, for The Hive Brain has commanded it. We can wait no longer – we need to find a champion!

PRE-GAME SPECULATION

Though we didn't place any hard cash down on the table, there was much debate over who the favourite would be. Past and present form was analysed, with *MMV3* experience also playing a part. Ed emerged as a favourite, he's just so spawny at games (sometimes skilled, but usually spawny). Tom's bragging about how he had enjoyed the *MM* series was seen by some as a bluff, but still placed him high in the rankings. Jaime the *Mario Kart* devotee could easily adjust to the *MMV3* style, and Alex who wrote the review were both likened for places on the podium. The rest of the pack comprised of Steve who many felt could surprise, Paul who hadn't played the game, and Mike who had been spied practising, but most thought would only walk away with the wooden spoon. So CVG were all accounted for, but we needed an eighth person to make up the numbers. The Micro Goblin gracefully declined (though he easily beat Ed in practising), which left Phil Dawson aka the Cosmic Cracker to take his place, who those in the know felt could be the dark horse of the tournament.

GROUP 1	GROUP 2
'BEGINNERS'	'HARDCORE!'

THE OPENING CEREMONY

After the national anthems, the draw for the first round could proceed. Mike, Phil, Steve and Paul were all drawn in group one, which was then renamed the beginners group, with Ed, Alex, Tom and Jaime in group two – the hardcore! The first two from each group would go on to the final with the losers entering a runners-up race.

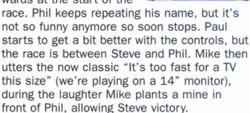
GROUP 1 RACE 1
BREAKFAST AT CHERRYS



The first race of the day, takes place on a tricky breakfast table circuit. Phil takes an early lead, he keeps repeating "Dawsuuun" to put everyone else off. Paul can't get to grips with the controls, and everyone except Phil keeps asking "which one am I"? Phil quickly wins the race amid the confusion.
Mike - 0 Phil - 30 Steve - 20 Paul - 10

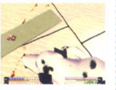
GROUP 1 RACE 2
LOVE TRIANGLE

The second race is a quick circuit over several pool tables. Mike surprises everyone, including himself, by going backwards at the start of the race. Phil keeps repeating his name, but it's not so funny anymore so soon stops. Paul starts to get a bit better with the controls, but the race is between Steve and Phil. Mike then utters the now classic "It's too fast for a TV this size" (we're playing on a 14" monitor), during the laughter Mike plants a mine in front of Phil, allowing Steve victory.
Mike - 10 Phil - 20 Steve - 30 Paul - 10



GROUP 1 RACE 3
DESTRUCTION DIRT BOX

A fast streak around the edge of the pond in the garden. After a bad start to the race Steve wins several bonuses in quick succession. Phil is reduced to gibbering, Paul then wins a bonus that even with the aid of replays is a mystery. So overjoyed is he that he dances a quick jig around the office, which Tom calls 'Paul's Count Dracula dance'. Paul then digs into Steve's lead and goes on to win the race.
Mike - 0 Phil - 20 Steve - 10 Paul - 30

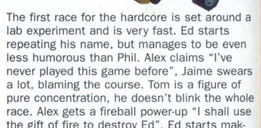


FINAL SCORES FOR GROUP ONE:

PHIL 70	MIKE 10
STEVE 60	PAUL 50

GROUP 2 RACE 1
FORMULA X

The first race for the hardcore is set around a lab experiment and is very fast. Ed starts repeating his name, but manages to be even less humorous than Phil. Alex claims "I've never played this game before", Jaime swears a lot, blaming the course. Tom is a figure of pure concentration, he doesn't blink the whole race. Alex gets a fireball power-up "I shall use the gift of fire to destroy Ed". Ed starts making strange noises until he wins the race.
Ed - 30 Alex - 20 Tom - 10 Jaime - 0



GROUP 2 RACE 2
BEACHED BUGGIES

Annoyed at their failure in the last race, Tom and Jaime honk the horns on the pre-race option screen. Tom starts playing a one note rendition of the 'Imperial March' from Empire. Once the race starts, it's a quick sprint around the sand on another fast course. Ed gets a turbo start and streaks ahead. Alex then manages to find a shortcut and gains a point. Quite remarkably Ed sits with one finger tapping away at the enter key on the screen-grabbing Mac, and still wins. Bah!
Ed - 30 Alex - 20 Tom - 10 Jaime - 10



GROUP 2 RACE 3
TURBO RETURNS

The sequel to Turbo Turns from *MM2*, very fast laps around the school desks. Knowing this race is the decider things get serious. Everyone gets off to a flying start and shoot right off the table. Tom hits the Whoopee cushion, which instead of farting, makes a whistle "Thats crap! Can you copyright the fart of a whoopee cushion?" Tom's determination sees him in a tough battle with Ed, he then falls off a ruler allowing Ed his third win.
Ed - 30 Alex - 10 Tom - 20 Jaime - 0

FINAL SCORES FOR GROUP TWO:

ED 90	TOM 40
ALEX 50	JAIME 10

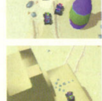
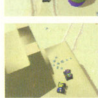







FINALS

SAND BLASTER: FINAL – RACE 1


The shock of the tournament as Phil is disqualified for not clearing his entry with his editors. He is dragged away by the ear for drug-testing. It's another fast course on the beach, with a large sand castle to negotiate. The race starts and Ed and Jaime are locked in combat. Ed gets stuck behind a frisbee, and screams "Ridiculous!", then he starts to whimper. Everyone wins points, then it's Steve's turn to get stuck behind the frisbee. "You can all rot in hell!" he cries. Ed regains his composure and goes on to win (yawn).
Ed - 30 Alex - 10 Jaime - 20 Steve - 0

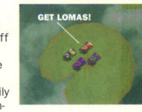
RACK 'N' ROLL: FINAL – RACE 2



A tricky race around the edge of a snooker table. Phil returns saying its past half five and he can play now. The judges say no. Everyone slows to a cautious pace. "Knock Ed off" shouts Alex. "New rule – we should hit Ed" agrees Steve. Their plan works. Steve and Alex then endure a long duel, but Alex loses when he gets greedy and goes after a bonus, getting stuck behind a ball in the process. Alex and Steve forget that defeating Ed is the key to success, instead they wipe out each other. Ed trundles to another victory. Boo him!
Ed - 30 Alex - 0 Jaime - 20 Steve - 10

KNOCK ED OFF!

TOAD RAGE: FINAL – RACE 3



Toad Rage takes place over a garden pond. Before loading Ed reasons that the final should consist of five races. Nobody agrees, acknowledging that Ed has already won. "I saw a track with newspaper yesterday" claims Ed. Alex emits a large snore sound. The race starts and after some tricky corners all four cars arrive at a lily pad. Cries of "Knock Ed off", and "Hit the purple one" are screamed, as nobody wants Ed to win. In the fracas everyone falls off the Lily. "I'm in last place. We're gonna have to make it five races", claims Ed. Alex and Ed arrive at the lily pad again where Alex manages to knock Ed off, scoring valuable points in the process. After a while Ed makes his comeback. "I'm winning", shouts Ed. "I'm winning" mimics Jaime. Unfortunately Ed does win. Game Over!
Ed - 30 Alex - 20 Jaime - 10 Steve - 0

GET LOMAS!

FINAL SCORES FOR 'THE FINALS'

ED	90	ALEX	30
JAIME	50	STEVE	10

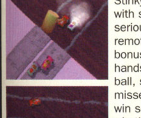
RUNNERS UP

TANKS A LOT: RUNNERS UP – RACE 1

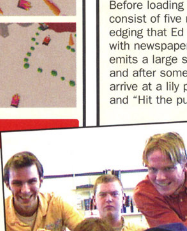


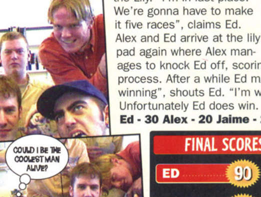
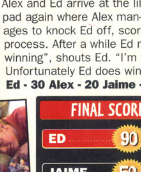
A twisty track set on a restaurant table with lots of objects littering the course. No one wants to come last, so now play becomes a little more frantic. Jaime hits a lump of butter "Is that butter?" he asks, "I can't believe it's not butter" Paul replies twice, making sure his joke is featured here. Tom gets a mallet and comes to a halt, more content to start smashing. Mike fires a missile which skillfully rebounds blowing himself up. Paul claims the piano music puts him off. Ed places a voodoo hex on the race by saying "If Jaime gets one more point, he's won", which Jaime dutifully does, winning the race.
Paul - 10 Tom - 20 Mike - 0 Jaime - 30

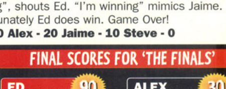
STINKY SINKS: RUNNERS UP – RACE 2



Stinky Sinks is quite a skillful course, with some neat obstacles. Things are serious this race, no-one says anything remotely amusing. Everyone wins bonus points, with the lead changing hands all the time. Mike gets a fireball, sets fire to Paul and Tom, but misses Jaime. Then Mike manages to win some points! Paul fights back to win the race. Jaime earns a psychological victory by claiming "Mr Gabbo has to be the coolest name!"
Paul - 30 Tom - 20 Mike - 20 Jaime - 10





IMPORTANT NOTE! PAUL, TOM AND JAIME GO INTO THE LAST RACE ON EQUAL POINTS!

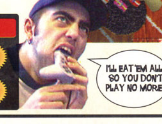
CEREAL KILLER: RUNNERS UP – RACE 3

A long circuit on and around the breakfast table. The race is delayed by Paul, who is on the phone. Tom and Jaime pass time by pressing their horns. It is then decided the winner of the runners-up should be granted a place in the final, and everyone agrees. The race starts and Paul and Tom are locked in a long duel, Mike swears repeatedly then wins several points. Jaime times his comeback to perfection to win the race. Mr Gabbo is going to the final!
Paul - 20 Tom - 10 Mike - 0 Jaime - 30

BEEEEEP!

FINAL SCORES FOR RUNNERS UP

PAUL	60	MIKE	20
TOM	50	JAIME	70



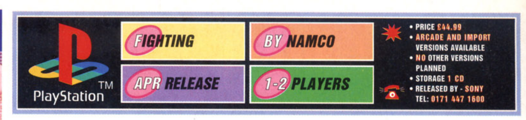
VICTORY LAP

In the end and after six races, Ed was proclaimed undefeated champion. It's like playing against the devil, really! Jaime amazes all by finishing second, he showed excellent form in the later stages. Alex finishes third, claiming *Micro Machine* exhaustion from playing too much in recent weeks. The final standings are as follows.



LOSERS:
4TH STEVE
5TH DAWSUUN/ PHIL
6TH PAUL
7TH TOMINATO/ TOM
8TH MIKE





Namco's medieval follow-up to *Tekken 2* has finally made the move from the arcades, to Japan, to our homes! And it's now called...

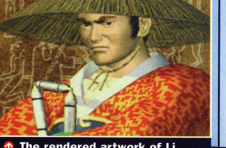


It is the 16th Century, and many of the world's greatest warriors are searching for a legendary sword – the Soul Edge. They each have their own reasons for wanting the sword, and they have each heard different stories about its power – some want to use it to save their people, and others know just how evil it is and want to destroy it forever. But first they need to defeat the other fighters on the same quest, as well as the current keeper of the sword, the evil pirate Cervantes and the spirit of the Soul Edge itself!

CHANGES FOR THE BETTER?

Of course, being the official UK version of *Soul Blade*, all of the text in the game has been translated from Japanese, making it possible to understand what's going on. But a few other things have changed during the conversion, some of which seem quite strange...

THE MISSING NUNCHUKUS



The rendered artwork of Li Long also has his new weapon instead of the nunchukus.

The very same law which forced the nunchuku scene to be removed from Enter The Dragon means that Li Long isn't allowed to fight with his usual weapon in Britain. Instead, a bit of fiddling with the graphics means that he uses a strange 3-part piece of metal. In Edge Master mode, these have all been made different colours to make sure that no-one will get them confused with nunchukus, though he still uses them just as he ever did.

SPEAK TO ME!

Also, a few character voices have been changed for the UK version. Sophitia and Siegfried have new, American voices instead of their original arcade Japanese ones. Not a massive difference, but one worth mentioning nonetheless.





"TRANSCENDING HISTORY AND THE WORLD..."

As you'll know if you saw our feature on the Japanese version of *Soul Edge*, the introduction sequence is one of the best yet seen on any console! It's a lot longer than most intros and shows all of the characters in some amazing action sequences! The sequence has been slightly changed for the British and American versions of *Soul Blade*, with Li Long's nunchukus replaced with his bendy metal stick and Sophitia now wearing a vest while bathing!



Here's Li Long in the Japanese version of *Soul Edge*, using the evil nunchukus.



And here's Li Long in UK *Soul Blade*, using his bendy metal the same way.

In the intro sequence, Sophitia now wears a white vest! Doh!















The lighting effects are the best yet seen in a fighting game!

©Namco

WEAPON GRAPPLES!

If both fighters do a vertical attack at the same time, chances are that their weapons will lock in a grapple. In this situation, you need to bash on the buttons to break out of the lock, giving you a free hit when you do so! Each button will beat one of the others, a bit like the old "paper-scissors-stone" game, leaving you to guess which button your opponent is pressing. It may all sound a bit complicated, but is very simple when you get into the game.



As the attacks hit, there's a clang and a flash...



The fighters push against each other...



And eventually break the lock! One's got the advantage...



And Taki is victorious! She immediately smacks Rock!

HANDS UP IF YOU USE IMPACT GUARD!

Blocking in *Soul Blade* can work in a few different ways. Simply holding the Guard button will make your character defend themselves with their weapon, meaning that it gets damaged instead of their health bar. Not only does this mean that you could be disarmed, but it also has quite a long recovery time, stopping you from instantly coming back at your enemy with a counterattack. This is where Impact Guarding comes in. If you do a quick attack just as you're about to be hit, you can knock an enemies' weapon and stun them for a split-second, just enough time for you to hit back!









The flash shows that the impact guard has worked.

Just after an impact guard there's a tiny pause.



The impact guard flash lights both fighters up!













SOUL BLADE

REVIEW





NOW I AM THE MASTER!

The best PlayStation-only feature of *Soul Blade* is the brilliant Edge Master Mode, and it's improved even more now that it's in English! Each character has their own story which is told through the pages of a book as you play the game. Each page gives you more of a story as you search for the Soul Edge sword, explaining exactly why you are scrapping with all of the different enemies. For example, playing as Hwang you pass along a cliff edge and get nicked on the cheek by a poison arrow from an assassin below. You then need to beat Li Long – the assassin – with throwing techniques before the poison sets in and kills you! And sure enough, if you play as Li Long, you spend some time as an assassin positioned in the same area! Being able to read the story adds a lot to the atmosphere, though it's certainly not essential to sit through every page of the book.





When you win, you normally get rewarded with a new weapon!

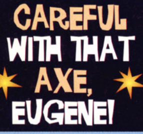


Unblockable attacks leave fantastic light trails behind weapons!

SOUL BLADE COMBO MEAL!

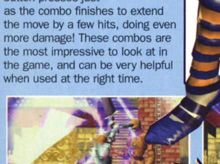
The controls in *Soul Blade* are fairly simple – you just use Guard, Horizontal Attack, Vertical Attack, and the Kick button to do all the moves and combos. You can dodge downwards by tapping Down twice quickly, or upwards by press Down then Up, and all the fighters can run by double tapping towards their opponent.





CAREFUL WITH THAT AXE, EUGENE!

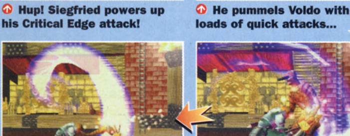
The Critical Edge is a special kind of combo attack which is done simply by pressing the Horizontal, Vertical and Kick buttons at the same time. This sends your character into a very impressive quick combo, but also takes one third of their weapon power. While the Critical Edge is fairly powerful on its own, it's possible to add a sequence of button presses just as the combo finishes to extend the move by a few hits, doing even more damage! These combos are the most impressive to look at in the game, and can be very helpful when used at the right time.





Hup! Siegfried powers up his Critical Edge attack!

He pummels Voldo with loads of quick attacks...





And it finishes with this amazing jumping attack! Wow!

Entering the extender move now will add a few more hits...

EDGE STARTER MODE!

Soul Blade's practice mode is excellent, very much like *Tekken 2*'s, and gives players the perfect opportunity to master the game. For a start, it's got a complete moves list which can be called up at any time, meaning that there's no need to learn from sheets of paper or an instruction book. Also, you can make the game display the directions and buttons you are pressing at the bottom of the screen so you can see exactly where you're going wrong, plus it shows how much damage each attack is doing and whether they are hitting high, middle or low!







Both players are doing unblockable lightning-powered attacks!

SOUL BLADE

LOOK, UP IN THE AIR!

As in most fighting games, the key to winning in *Soul Blade* is learning combination attacks. The practice mode shows you how to do the strings of moves, but the best way to win is mastering floating combos. Some moves will knock your opponent into the air, giving you enough time to recover and hit them again before they hit the floor, leaving them defenceless! In Edge Master mode you sometimes need to use floating combos to win, and your choice of weapon for the fight becomes very important – make sure you pick a fast weapon or you won't have a chance of winning!

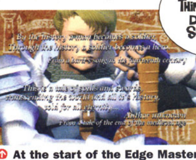


The weapon select screen shows you the good points of each weapon.









At the start of the Edge Master Mode quest, you get some medieval poetry quotes to read!



When you win a round, you can move and zoom the replay camera view around by moving the D-pad and pressing the Square and Triangle buttons!

COMMENT

You cannot deny that *Soul Blade* is a superb fighting game. But at the same time, it still doesn't match up to *Tekken 2* for me. The first thing you notice about *Soul Blade* are the superb graphics. The fluidity of the fighters and the extravagant lighting effects will impress anybody. And the rendered intro is perhaps one of the greatest seen yet. But there just isn't the scope or depth found in *Tekken*. The number of moves in *SB* is quite limited, and and you often find yourself repeating the same moves over and over, hence the fights can become boring. There are nowhere near as many characters compared to those found in *Tekken*, so lastability suffers even more. It is still a great game, but not the best of it's kind on PlayStation.

STEVE KEY

BELLE ENDS!

When you complete *Soul Blade* in Arcade mode, you don't get a rendered end sequence as you may expect. Instead, the endings show the characters exactly as they look in the game, in real-time! Not only is the movement of them excellent, thanks to Namco's motion-capture, but it's also possible to alter the course of the end story! For example, Seung Mina is normally stabbed by her father when she returns home, but it's possible to dodge the attack and earn his respect! These brilliant endings give you a reason to finish the game over and over with each character.





The evil Soul Edge is defeated and you finally claim the sword!

The Edge Master Mode gives you character profiles.

REVIEWER

Namco manage to do *exactly* what everyone wishes for from their arcade-to-PlayStation conversions. Many fans would be perfectly happy with a "plain old" perfect conversion, but Namco always go further by adding brilliant new features – the INCREDIBLE introduction sequence and the brilliant Edge Master Mode in *Soul Blade*, for example. To be honest, I was dreading the UK PAL version of *Soul Blade* after the slow translation of *Tekken 2*, but thankfully the speed here is almost identical to that of the arcade and Japanese versions. Of course, *Soul Blade* plays just as it did in the arcade, meaning that it's very easy to do impressive attacks and still have combos and tricks to master. Thing is, you reach a point where you feel there's not much more to do, and once you've collected all of the weapons from the Edge Master Mode and finished the game with everyone, one-player mode goes stale. Of course, two-player mode is the best part, but it still isn't as intuitive or as fast as say, *Tekken 2* or *Virtua Fighter 2*. Even still, *Soul Blade* is one of the best 3D fighting games around, and is a fantastic showcase for both Namco and the PlayStation.

ED LOMAS







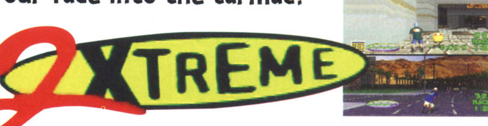


Possibly the best arcade-to-home translation ever, and one of the best-looking PlayStation games yet.



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Woah, dude! This is too extreme for words! Ride yo deck, pull some air and stalefish your face into the tarmac!



Not long after the official release of the PlayStation, *EPSN Extreme Games* was released. *2Xtreme* is the follow-up, where once again the extreme riders race through the streets on a selection of cool vehicles, kicking and jumping their way through everyone else. All the time, obstacles need to be avoided: elephants, fences, and more often than not – wheelie bins. And while this is going on, rockin' music is pumped out! Go for it!











THUMPIN' TRICKS!

To get extra points, you can perform tricks whenever you jump off a fly ramp on the track. You need to make sure you've got enough height before you attempt one, as you'll end up on your face with no points if you land part-way through a trick.

GROOVIN' GATES

As with the first *Extreme Games*, there are gates littered around the course which give you bonuses as you pass through. Most just give you points towards your total score, but the white ones give you a special power. Some let you jump higher than usual, some speed you up, and others make you stronger than usual or fill your endurance bar.





CREATE-A-DUDE!

There's a selection of characters to choose from, each with different skill ratings in various areas. You can even create your own extreme sports person by choosing how they look and how good they are at each event, right down to distributing skill points through every area of their ability!





EXTREME EVENTS!

The four events are skateboarding, in-line skating, mountain biking, and snowboarding. The idea is the same in each – race to the end before nine other riders, knocking them out of the way as you go while collecting points by going through bonus gates and performing tricks.





Ollie the car like in Gleaming the Cube!



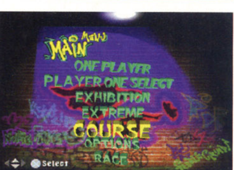
Watch it! You'll get oil on your socks!



Squatting lets you conserve energy. Just don't hit the bins.



The all-new snow-boarding event is the same as the others.



The options menu is pretty cool – you get a 3D view of a skateboarder on a half-pipe between each one!





REVIEWER

The sequel to *ESPN Extreme Games* could have been excellent. The first one had some cool ideas, good graphics for the time (last year!) and a good sense of humour. Unfortunately, *2Xtreme* doesn't do anything we'd hoped. The four events are still identical – trundle straight ahead, avoiding wheelie bins (even in the desert) – with the only new addition being trick points, and these aren't much fun at all. This is just another of "those" games which, while not completely terrible, has nothing to make it worth buying. The handling which lets you go round tight corners without steering, and the collision detection which leaves you stuck behind pillars just get annoying, plus the lack of original features means that *2Xtreme* isn't worth more than a night's rental.

ED LOMAS









One of the first PlayStation games has been rehashed and made worse in the process. What's the point of that?


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Sega UK are revving up their big line-up for the second major gaming season of the year. *Fighters Megamix* is on the way, but first we get...

MANX TT SuperBike

With the exception of a few games such as *Panzer Dragoon Zwei* and *NiGHTS*, the Saturn has thrived almost solely on excellent arcade conversions. And none have proved more supremely awesome than Sega's own AM division coin-op titles. The Saturn has built a solid reputation for being the only home machine where you'll find near-perfect conversions of all Sega's major arcade games – always reproduced with spot-on gameplay. Whenever AM2, AM3 or AM Annex release a new machine into the arcades, you know you're looking at next year's hot Saturn games. So when *Manx TT* blew us away in the arcades last year, we expected a red-hot Saturn racer. Hell, the game even advertised Sega Saturn on roadside banners. Our faith was unquestionable.






WELCOME TO THE ISLE OF MAN!

If you haven't played the coin-op, or didn't read our feature last month (you interested in games or what?), here's what *Manx* is about. It's based on the Isle Of Man Tourist Trophy challenge – the World's oldest existing motorcycle road race! Every summer, 37 and three-quarter miles of country lanes and village streets are converted into the infamously lethal racetrack, on which the famed 900+CC motor-bikes battle it out. The game features an accurate replica of said course. For the coin-op AM3 filmed the roads to help produce authentic graphics. What you get is a dangerously snaking, rolling race track set across convincing British countryside surroundings!




THROTTLE SOMEONE!

The split-screen Versus Mode in *Manx* is quite impressive. With little detail removed, the action still keeps near enough all the speed of the one-player game. Of course, unless you have two analogue pads, someone has to race with a clumsier normal d-pad.




THE HOME STRETCH!

The real Isle of Man TT is made up of all manner of different races, the Superbike Challenge being just one. However, there's an all-new type of competition here that you won't ever find in real-life – the Saturn Mode of course!



In Saturn Mode you have to race each course in order, with Reversed Mirrored versions of the tracks added. Beat all four races and you get...



...the Superbikes. An even tougher challenge with superd-up machines. Unfortunately, your powered-up opponents get superbikes too!



This original mode also offers you a variety of bikes to race, each with different top speed, acceleration and handling. And colour.

GET READY TO RACE!

Okay, here it is – the raceway! Just like the coin-op, the Saturn version features two tracks, divided up out of the roads. The first smaller track is the beginner's course. Called Laxey Coast, it's an incredibly fast oval which can be raced around without braking at all! Next up is the main TT course. A longer, far deadlier blend of right-angle turns, giant leaps and chicanes.

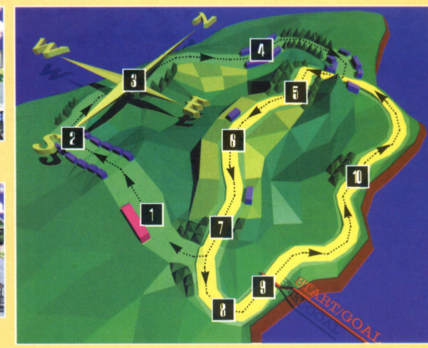




1 The main TT course start. A fast stretch through a village.



2 You tend to hit this sharp right turn at top speed!





3 Into the country now., humpback bridge and all.




4 This second village features a deadly chicane.

5 This open road is part of both courses.



6 Master it in Laxey Coast and you're prepared for TT.



7 In TT Mode a lethal right turn leads back to the start.



8 In Laxey Mode, this long left curve follows...



9 ... bringing you to the starting stretch.



10

LET YOUR FINGERS DO THE RIDING!

The coin-op featured an impressive replica-bike cabinet that used an Active Motion System to lean precisely about, while giving feedback when hitting things. To best simulate this control-system, the Saturn version utilises the analogue controller. This allows you the same degree of fine-tilting. The coin-op's tactile response isn't there of course. However, the Left and Right triggers are also analogue, accurately mimicking the throttle grip and brake lever!





REVIEWER

When *Manx TT* was released into the arcades, I was blown away! The incredible graphics, coupled with the fantastic machine pumping out a powerful engine noise, made the experience exhilarating. I was never expecting a Saturn version that could match the coin-op's thrills, but I was hoping for a home racer on par with *Sega Rally*. It's nowhere near in the same league. The graphics, while not amazing, are smart enough. And, when using the analogue pad, you can see that the handling matches the coin-op's. The problem is, it all seems a bit rushed. The intermission screens are unexciting and ugly, and the sounds are poor – repetitive annoying speech, a pathetic engine noise and warbling music. The biggest downside though is the lack of game. Okay, the arcade only had two tracks, but more could have been done here.

One extra track would have made a big difference. And weather conditions or a night race would have added more variety. Simply reverse mirroring the tracks isn't enough. There's a serious lack of options too. No catch-up or head-start settings for two-player mode make it quite dull.

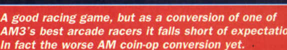
A reasonable conversion, and a 'decent' game, but this should have been the one to beat *Rally*. A missed opportunity and I wouldn't buy it.

TOM GUISE

RATING



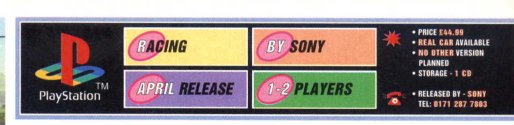


A good racing game, but as a conversion of one of AM3's best arcade racers it falls short of expectation. In fact the worse AM coin-op conversion yet.







With all the hype that usually surrounds a major launch of a luxury sports car, Sony team up with Porsche giving you the chance to race around in the brand new Boxster!

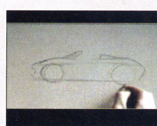
PORSCHE Challenge

The trouble with luxury sports cars is that most of us will never get the chance to drive one, let alone own! Not so the Boxster – the new £35,000 object of desire from Porsche. If you've got a PlayStation, you're about to get the chance to take the Boxster out for a spin, racing against other Boxster owners to prove who's the best. Working with technical data supplied by the Boxster's designers, Sony have managed to produce more than a race game – this is a simulation! With the cars all handling just like the real thing. Add realistic racing environments, including Porsche's own Stuttgart test circuit, and *Porsche Challenge* starts looking like a very tasty game indeed.



THE BOXSTER

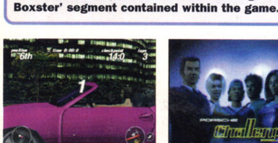
We can't write about this game without telling you a few nuggets of info about the car itself. The Boxster is the only all-new Porsche from the German Zuffenhausen base in 19 years. Its six-cylinder horizontally opposed engine is tamper-proof, sealed away in the middle of the car. We could tell you about all the technical stuff – the five-speed Triptronic S transmission system, mono-block brake callipers and motorised duck tail spoiler, but we don't know what all that stuff means. We do know it has a top speed of 150 mph, and can go from 0 to 62 mph in 6.9 seconds. Oh, and it's got the world record for opening the roof, the button-operated cabriolet roof can fold away in under twelve seconds. Pretty impressive eh?







For more info, there's an FMV 'making of the Boxster' segment contained within the game.







DRIVERS

With everyone speeding around in one type of car, the drivers of each Boxster play an important part in creating some individuality. Each driver has their own distinct coloured car, as well as likes and pet hates, eg. Dan - the kick boxer hates Beats the DJ, but loves Rachel the model. Drivers rivalry develops during the competition, with drivers who hate one another deliberately 'cutting' each other up. Each driver also has their own distinctive soundtrack to race by. The game contains what Sony have called 'SPU streaming', as the action changes, the music also changes – beats get faster if you're running out of time, and the other drivers music blends with your own, if they get close.

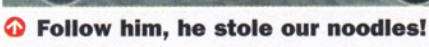
150 polygons have gone into the making of each driver, and it does make them individually different!



COURSES

There are four different race locations, the Porsche test circuit in Stuttgart is the first, followed by a quick drive through a hybrid of Americana in the USA course. The Alpine circuit is full of hairpin bends and black-ice, the final location is Japan, with wide streets, tight corners and lots of pagodas. There are six different races available on each of the locations. The tracks are similar to the *Ridge Racer* style, of one circuit with different routes available in later races. Each location has a short, long and interactive course, with the final three courses being mirrors of the first three. This gives you a total of 24 courses.




Follow him, he stole our noodles!


That's a really long leg, prrrrrrr!











INTERACTIVE COURSES

The third set of courses at each location are a mix of the long and short tracks. Your first lap might be short, the next long, and so on. What makes the interactive circuits more interesting is the inclusion of short-cuts. At first play these are well hidden, and even if obvious they are hard to access. Essential for shaving seconds off your time, and beating your rivals – who will definitely resort to the same tactics.



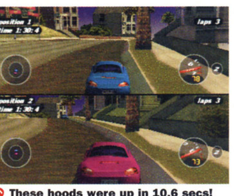

This is an easy shortcut, go through the gates to cut a huge corner off the course.

HEAD TO HEAD



Two players can race head-to-head with the aid of a horizontal split-screen. No more lugging your PlayStation round to a mate's house. If one player is an expert then use the Delay function, so the beginner can gain a head start. Also to keep duels fair there's a Catch Up option, whereby the trailing driver will be given a speed boost allowing them to stay in the race. Unlike other split-screen racers, The level of detail is retained, and the little 'pop-up' there is, hardly spoils things.

Which one shall we choose? The purple or the turquoise? Two cars based around one vision, hmmm!


These hoods were up in 10.6 secs!

REVIEWER

Another PlayStation racer that manages to find a gap in the glut of racers out there. Although *Challenge* isn't the best racer on the market, it comes pretty close. Think of it as a cross between *Hard Drivin'* and *Ridge Racer* - with a wealth of interesting ideas and great presentation throughout. The cars and circuits all look realistic, the only negative aspect aired by many, is that it's a little boring. This is caused by there only being six cars on the large tracks at a time, often giving the impression that you're the only car on the road. It's one of those games missing something vital, which you can't quite put your finger on. Some extra courses would have been nice, plus some different cars. Ultimately *Porsche* is a game that plays better than it looks (and it looks good), but there's not enough to keep bringing you back.

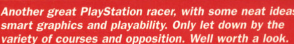
ALEX HUHTALA










Another great PlayStation racer, with some neat ideas, smart graphics and playability. Only let down by the variety of courses and opposition. Well worth a look.





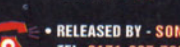








- PRICE £39.99
- PC VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD



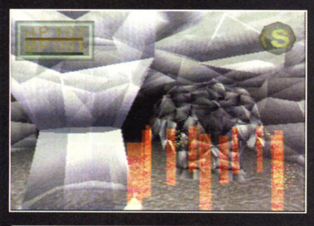
- RELEASED BY - SONY

TEL: 0171 287 7803

Sony try to cash in early on all the RPG hype at the moment, by releasing a fairly old classic, *Kings Field*.

KINGS FIELD

Don't read anything into the quote "It's big in Japan." Their tastes differ a huge amount from ours, and the fact that they love Shampoo (the band) is a big testament to that. Same applies to games as well as tacky pop groups, which is where *Kings Field* fits in. This title became a cult hit in the Far East. *Kings Field 2* and *3* have already been released to follow up the original version, but until now none of those games have infiltrated these shores. Recent trends in RPGs have leaned away from the first person perspective, but *KF* represents a jump back to those days. You control Alexander, a Knight sent out by the King to retrieve the Moonlight Sword. As you journey towards the Island of Melahat, your ship becomes wrecked and you are the only survivor... the usual stuff. So it's here that the game begins...

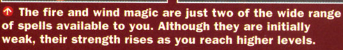


I'M THE FIRESTARTER!

Although you start the game with only a dagger, you can carry an awful lot more. Together with acquiring medicinal herbs for example, you may also learn magic spells. If you come across the relevant crystals, they contain the information you need to learn the ability to summon various other projectiles.







The fire and wind magic are just two of the wide range of spells available to you. Although they are initially weak, their strength rises as you reach higher levels.





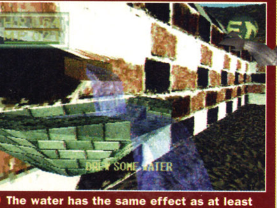


WHO ATE ALL THE PIES?

As well as locating the chests and finding items that others have dropped, you can buy objects from various people who you bump into. Not everybody has their own shop, but one guy who does is Al Hunt. Go into his hut and he is sitting at the table scoffing his face. Talk to him and he mutters something along the lines of "Why am I always so hungry", then offers to sell you something. To begin with, all you can afford is the leather shield, but keep a mental note of where he's at because he has some cool stuff that would benefit you greatly.

A PINT OF YOUR FINEST, LANDLORD

Herbs heal your energy to the tune of 40 or so points, but when a more substantial dose is required other methods can be called upon. The Earth Crystal gives you healing powers via magic, but using the Crystal Flask is generally better. This is basically a little hip flask which you can keep filling every time you come across a fountain or pond. The water from these completely fill your energy, free of charge!



The water has the same effect as at least three herbs, as it fills up your life completely.





REVIEWER

This has to be one of the most boring games I have ever had the misfortune to play. How this has become as successful as it has is completely beyond me. First of all – why so s...l...o...w? It trundles along at such a tedious pace. Trying to kill characters is so monotonous and often proves an arduous task, due to the incredibly slow combat system. In fact, I think I fell asleep while playing and still didn't die. Underneath the drab interior *Kings Field* is probably quite an involving game, but I really don't want to play it to find out because it is so boring.

STEVE KEY









If FFVII is the gem, this is the scraggy pebble that your dog plays with. It's painfully boring, and is only useful to send you to sleep.

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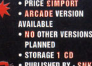
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HIGH FIVE! HIGHEST CVG RECOMMENDATION

The latest in the cool *King of Fighters* series is already available for the Saturn in Japan. We rushed a copy over to find out if everything in this classic fighter remains intact.



The *Street Fighter* series may win the kudos for being the first major beat'em up around but for the true fighting game gurus *King of Fighters*, not *Street Fighter*, is the game that eats up most of their pound coins when the new edition comes out. And not suprisingly, *KOF 96* continues the tradition. Saturn owners are already looking forward to getting their hands on *KOF 95* before summer, so there's hope the next in-line is headed that way too. But what makes SNK's flagship game the finest in the business?



↑ *KOF95* was voted Game Of The Year by Famicom Tsushin. Is *KOF96* up to the standard?

CHUCK OUT YOUR CHINTZ!

In *KOF95*, Kyo and Iori proved to be the strongest fighters in the game. So strong in fact that once you were knocked up into the air by either Kyo's double jump kick or Iori's 3 Deadly Flowers, you were more or less dead! You'd have to be a good player to juggle them all the way across the screen, but it was possible. Both fighters have been toned down considerably, with Kyo losing some of his moves. Other things to go include moves of certain characters (Ryo's aerial fireball), the beloved Takuma, Billy Caine, Eiji Kisaragi and Heidern as well as a change in the boss roster.



GETTING TECHNICAL ALREADY

Players who are already familiar with the *KOF* series are used to seeing elements 'borrowed' by other companies for their combat titles. See how much of this stuff you recognise from the latest popular titles.

JUMPING

Completely unique to the *KOF* series is the multiple jump, allowing players to control the distance a fighter jumps. There are four types of jump – short, normal, medium, and long range – giving players more options. Unlike *Street Fighter*.





TEAM MODE

For people who don't know yet, choose three fighters then face off against another team of three in a one-on-one fight. The winner stays on in a process of elimination



POW BAR

POW bar can be powered up manually, by blocking or by getting smacked in the kisser. Having the POW bar at MAXIMUM gives you advantages over a normal character – the ability to hit harder; use super death blows (like the Super Combos in *SFA*), and more importantly Guard Cancel!

ROLLING

Dodging is out, rolling is in. Though dodging could be used to go into any combo in *KOF 95*, rolling allows you to go forwards/backwards while avoiding hits, making the roll more versatile than *95*'s dodge.

DASHING

Dashing can be seen in all of the 3D beat'em ups but rarely in the 2D genre. *KOF96* makes amends to this and adds much more ways to attack!

SUPER DEATH BLOWS

Think Capcom created Super Combos? SNK has been using their version ever since *Fatal Fury 2* way back in 1992! Super Death Blows can be used once when your POW gauge is MAXed, or infinitely when your energy bar is flashing red. Unlike *KOF95*, the effect is less but there are two different versions – one for use with a POW MAXed with a healthy energy bar; another for a flashing red bar with a POW MAXed gauge.



DIS POSE

The Dis pose is basiclly a taunt move which has the added effect of reducing your opponent's POW guage by a third. This makes POW MAXing harder than in KOF 95, but it's still good idea to keep an eye on both your enemy's and your own POW guage so that you know when guard cancelling is a possiblity.



WARNING!

If you own Real Bout Fatal Fury or Samurai Spirits, it's a good choice to buy the CD only version of KOF96 as you can use the RAM cartridge from these games instead of shelling out extra for something you already own. But be warned, you can't use the CD on it's own. Or if you're new to the whole SNK thing, buy either KOF96 with the cart or the KOF96+95 double pack.



GUARD CANCEL

Guard Cancel is similar in concept to Alpha counters in SFA but gives the player more choice of follow ups than its Capcom counter part. Block an opponent's attack while your POW guage is MAXed and immediately perform a move of your choice. Unlike in KOF95, you can only use rolls for GC instead of special moves.





COUNTERING

When an opponent is trying to hit you, aim to strike before they do. This is known as countering. Countering allows you to juggle, which can be very useful if you two-in-one a super death blow with a counter hard attack.

GUARD CRUSH

In KOF96, continously blocked attacks can lead to a Guard Crush which means the player on the recieving end temporarily can't block. Defensive players be warned!





REVIEWER

KOF 95 is one of my most revered games in my collection alongside the likes of Street Fighter Zero2, Tekken 2 and Vampire Hunter. So late nights and the blistered thumbs have become a daily occurance again with the arrival of the Saturn version of KOF 96. On initial play the game may seem shallow and a SF rip off. But PERSIST, and you'll discover one of the finest fighting games in existence.

From it's sheer wealth of techniques and tactics to all 29 original characters, the KOF 96 boasts quality. And the Team Edit option adds to the lastability of the game no end as you have fun developing your very own dream team. Once you've created a team of pure class, taking on all challengers adds another few months to the game's life.

If you hate the shake out feel of the X-Men games, KOF 96 is the game for you. This series is renowned for its precise control system, so no more blaming the game for your incompetence. It's not all

JAS HUNTER









A Must Have title for beat'em up fanatics, and players who like a game with depth – yes, even if you do own KOF 95!









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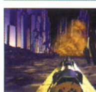
- PRICE £29.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY - UBI SOFT TEL: 0181 944 9000

The rules for racing games are about to be rewritten as multiplayer Internet compatible *Pod* hits these shores. *Quake* on wheels perhaps?

Being the pioneers into an untapped market or the first to experiment with new chips must be a tough decision to make. The prime example has to be Atari and the Jaguar which sank quicker than the Titanic. On a smaller scale, Ubi Soft are taking the aforementioned 'first leap' into MMX technologies and adapting to fit the expanding 3DFX sector with their new racer, *Pod.* Although the graphical slant is one of the major selling points for this game, the fact that it's playable over the Internet is the game's biggest pro, with the American *Pod* website already well into construction, with the full British service going on-line at the beginning of May. The programmers are hoping it's then that the *Pod* experience will take off...







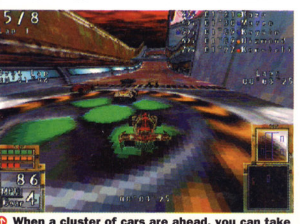


THE BASIC MINIMUM

What do you ideally need to play *Pod* then? As a rule, a Pentium 120 MHz is the basic, but Ubi Soft claim to have run it quite adequately on a 100 MHz, and even reports of 90's coping as well. You'll also need at least 16Mb of RAM to install it. And what about the chips? Well, as you know *Pod* supports both MMX and 3DFX, so if you have either of those, the game's quality increases dramatically too.



As you race through the Cocoon level, this giant spider appears in the centre of the track.



When a cluster of cars are ahead, you can take them all on corners by simply ploughing through.





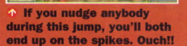


Jumps slow you down if you land badly.

JUST A NUDGE TO THE RIGHT

In the one player mode lay-bys are merely pit stops. But once you begin a two player game, they take on a whole new dimension. If you approach the entrance to the refill points with another racer at your side, simply giving an opponent a sly nudge will give them no option but to take the enforced detour along a longer route, thus giving you a few seconds of advantage. It's hard to get exactly right, but a cunning tactic once you know how.

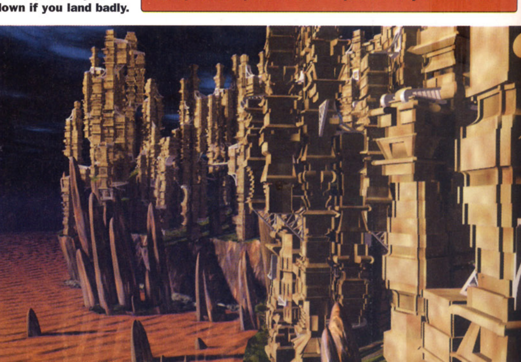




If you nudge anybody during this jump, you'll both end up on the spikes. Ouch!!



Nudging people at the start is a bad idea too. Pile ups are always inevitable.





CONE HOTLINE?

The game also throws a lot of red herrings your way as you race through the various locations. Cones start appearing to show you where not to go, but they also hide some of the all important short cuts too, so it's up to you to decide which ones are worth going through. Oil Drums crop up to slow you down if you hit them. Some roads aren't even finished, so you find yourself driving along a dead end!









WAHEY! MIRROR MODE!

Well where would any self-respecting racing game these days be without the mirror mode option? Yes, by simply finishing top of the table in championship mode, you get the option to 'reverse' the tracks and race them the other way round! And, the really funny thing is that the names of the tracks are reversed too! So Burrow becomes worroB! Novel eh?




As you approach this bend, a large group of cones and signs are showing you the way to go. Ignore those, drive through and get ready for a hard right when you land for an awesome short cut!



THE US WEBSITE!

The British text version of the *Pod* website is far enough into development for you to visit and download the shareware version. You can also enter the Ubi Soft speed challenge to win yourself some dough. When the game is released you may also like to have a peek at the best ghost racers, and download other cars and tracks. Here's the address:

www.ubisoft.com/pod ENGLISH/france.html.



When the British website is up and running, sometime in May, Ubi Soft are offering some awesome prizes. Their in-house *Pod* god will be putting his best ghost on the net, and anybody who manages to beat this could wins themselves a one-off limited edition *Pod* PC complete with a 3DFX card and MMX. Stay tuned to CVG for more info.



The bridge on the left is only there to fool you. It's a dead end!



The other racers will cut you up on the corners if you aren't careful.

PUNTERS GO POD CRAZY!



Pod has just entered the record books as one of the top 10 downloaded games ever to be released on the Internet. More than 100,000 gamers obtained the game in the first seven days of release, proving that online games are indeed, very big business.





This is the farthest view you can choose.

REVIEWER

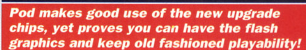
If you put all the Internet shenanigans to the side for a moment, *Pod* is still a quality title on it's own. Despite borrowing some elements of *WipEout*, it still has enough individual touches to maintain a long-term interest. The graphics, as you would expect, are awesome. Even without the beefed-up chips, everything runs very smoothly and the scenery and track detail is of the highest order. Having said that, finding your way around some of the courses is difficult due to there being no real indications of where you are supposed to be going. The ambient style soundtrack is also pretty funky. The reason this didn't get a High Five however, is because as it stands at the moment, *Pod* only has the *potential* to be a huge game. If the flow of new tracks and cars is constant, then it really will be worth a High Five. If that happens we'll revise the score.

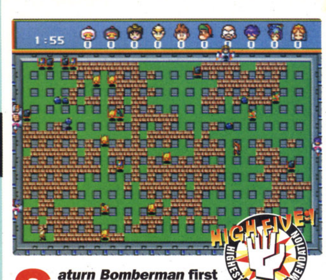
STEVE KEY

RATING







Pod makes good use of the new upgrade chips, yet proves you can have the flash graphics and keep old fashioned playability!





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MAY RELEASE	1-10 PLAYERS	

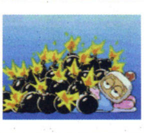
He's back, and better than ever! Prepare for the multi-player madness to begin again, because Bomberman finally makes his Saturn debut, in a game imaginatively named...

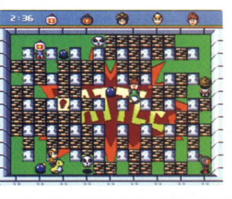
SATURN BOMBERMAN

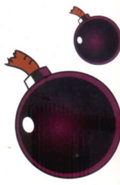
Saturn Bomberman first appeared in Japan nearly a year ago. Since then his UK fans have been impatiently waiting, wanting to get their hands on the best game of the series yet. Well start a conga line because the PAL version is finally here!

That year has seemed an awfully long time, but what have people been getting so excited about? In case you don't already know, *Saturn Bomberman* contains the legendary 'High Ten' version of the game – where up to TEN players can engage in the most frenzied Bomber battle mode yet! Add new modes of play, a wealth of options, a cast of characters from the Hudson stable and some great music, and you've got yourself something real special, but most of all – something FUN!









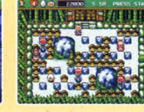
IT'S THE MEANIE GANG!

Every version of *Bomberman* down the years has had multiple play options. All have included a one player story mode. In *Saturn Bomberman* things are slightly different, there's still a story mode, but now two players can team-up to win the day. This time the villainous Mr Meanie and his Meanie Gang, are the ones to be stopped. They've discovered a rare power source deep in the jungles of South America. In the process a large creature is awakened. Mr Meanie is quick to slap on a control device, so he may use the creature for his own evil purposes. The Bombermen respond, however Mr. Meanie has already fled – travelling through time causing mayhem. The Bombermen leap into their Kepo craft, visiting all the places Meanie and his Gang have been!



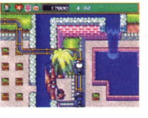




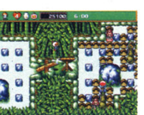






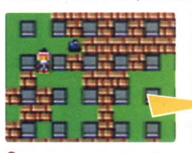




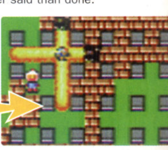


A QUICK LESSON

Bomberman really is one of the simplest games around, easy to learn, but longer to master. The basic aim is to defeat all the enemies (or opponents in Battle mode), and open the exit for the next level. At the start of each game you are armed only with a bomb. Each level is a simple grid structure, with blocks that can be detonated, and those that can't. Simply remove the destructible blocks (often revealing power-ups), destroy the enemies and go to the next level. Of course, it's easier said than done.



Plant a bomb next to the wall, then shield yourself from the blast by waiting around the corner.



A few seconds later, the wall is gone, and if you're lucky some power-ups are revealed.





LET THE BATTLE BEGIN

Fans of the series will tell you, it's the battle mode that makes every *Bomberman* game so great. *SB* is no exception. Included are eight specific battle stages plus some all-new power-ups. Also new is the amount of options and stats available for these games. Players can now choose whether to include such features as the Devil Bomberman or Mad Bomberman. Mad BM is particularly good, because it allows players who have been exploded out of the game, to continue lobbing bombs into play from the side of the screen. Stats at the end of rounds reveal who was killed by who, the most number of kills and so on. Upon completion of a series, prizes are awarded to the overall winner, with runner-up awards also being given to the Bomber king and Mad Bomber. The wealth of features really increases the longevity of battle mode.



Even space is not safe from Bombermania!



Hinders all the players except the Devil Bomberman!



If you're killed, you can still shoot bombs from the side.



Win a game and enter the bonus round claw machine.

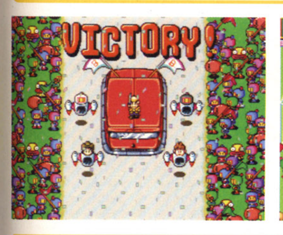


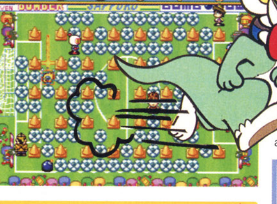




HIGH FIVE? NO, HIGH TEN!!!

The most amazing feature of *SB* is for those in possession of a really huge TV. For High Ten games, Hudson make use of Saturn's high resolution capabilities. Allowing for ten people to participate in a battle mode bonanza! Play is on such a huge scale, that the size of the players is scaled down, to accommodate the larger number of participants, and bigger play field – hence the large TV. To make up the numbers, are a cast of Hudson Soft's best loved characters, including BC Kid aka *Bonk*, and Mr Higgins from *Adventure Island*, who is renamed Master Wiggins. High Ten is pretty legendary in the industry, for until now only a maximum of four players have been able to enjoy Bomberman battles at home. Yet Hudson designed a version of the game that resided in their offices, and appeared at various conventions and shows, where ten people could play at once. Now Hudson have seen fit, introducing High Ten to a wider home audience, which once played is very hard to resist.

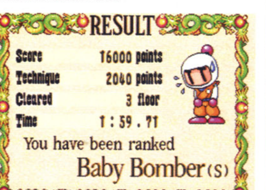




YOU DE RANKIN' BOMBA MAAAN!

Once you've completed the normal game a few times comfortably, and win every time in the battle mode, you may want to try your hand at the 'Master Game'. This mode of play is a ranking system, where you are only given one life. The challenge is to complete the qualifying rounds, and defeat the bosses. Once you have perished, you are awarded a certificate showing your score and rank, even the date you achieved it. Can you make it to number one?

A lone Bomberman is about to enter the temple to face the ultimate challenge of the Way of the Bomb.









REVIEWER

The best thing about the *Bomberman* series, is its simplicity, addictiveness and most of all multiplayer abilities. Saturn *Bomberman* contains all these vital factors, and increases the multiplayer aspect to fever pitch levels. The wealth of options and modes means this is a game you'll still be playing ages from now. What is essential is a multi-tap, more joypads, and a few friends willing to forgo weeks of their lives. The music is great with some cool drum & bass and funky wah wah guitars, with neat cut sequences between levels. If you feel the graphics are too cute for your liking, be warned they are a ruse to the devilishness of the game itself. Overall this is a game you simply must have, once played it is hard to stop, your library is lacking without it!

ALEX HUHTALA



An awesome addition to the Saturn, even if you own previous versions get this, because High Ten is the only way to play. Multi-player gaming at its best.



PC CD ROM

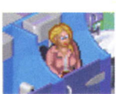
MANAGEMENT | BY BULLFROG
APRIL RELEASE | 1 PLAYER

- PRICE £XX.XX
- NO OTHER VERSIONS AVAILABLE
- PLAYSTATION VERSIONS PLANNED
- STORAGE 1 CD
- RPUBLISHED BY - EA
TEL: 01753 549 442

Ever wanted to run your own hospital? Probably not, but then you've never seen a hospital that's like this.

theme HOSPITAL™

From the makers of *Theme Park*, comes the latest management sim with a twist. This time you're put in charge of a hospital, but here illnesses are played for laughs, and without the overwhelming smell of disinfectant! The Health Ministry of Theme World have employed you to run their hospitals. All the decisions are up to you, if you're successful, your work will be noticed, earning you a higher salary and promotion to a larger hospital. Do well enough and you'll be allowed an early retirement – badly and you'll have to start all over again. Will you become the Ministry's Dr Love, or will you be left crying "Bring out your dead"?



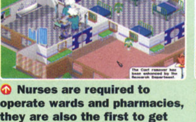




HIRING AND FIRING

Your first job when running the hospital is to hire some staff. Choosing from potential candidates CVs, you must pick your team of receptionists, doctors, nurses and handymen. As you progress through the game it becomes essential to find more experienced doctors, ones who are also qualified as psychiatrists and surgeons. Later there's even the opportunity to buy doctors with consultant experience, who can then train your junior doctors, increasing their skills. When selecting a member of staff, it is important to look at a few key criteria on their CVs. Most important is their personality – go for the people who are friendly and polite – also keep an eye on salary. Be warned, there are always other hospitals on the look out for new staff members, so if you don't get the best person straight away, it might be too late.

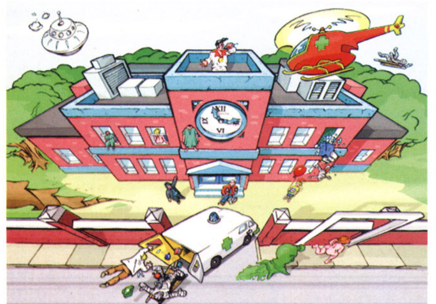




Nurses are required to operate wards and pharmacies, they are also the first to get upset if you don't build them a staff room.



Handymen have a habit of neglecting their duties, once litter starts to build up, look for your missing handymen in the staff room.





Look at that, people are sitting on the chairs, your corridor is a success!

ARE YOU SITTING COMFORTABLY

Taking care of your patients is obviously the key to running a successful hospital. But it's not just their health you have to protect, there are other needs too. Providing other comforts are essential. To begin, make sure they don't have to stand around waiting to be seen, give them seats. Otherwise their health becomes worse and they start spewing everywhere. Ensure that patients are kept warm by placing radiators in all the rooms. If they get thirsty, give them access to a drinks machine. Lastly, make sure you have enough toilets! These are the basics, once the patients have been diagnosed, you have to check you have the proper facilities to treat them. If not, get building fast.









HMM, WHAT 'THEME' WILL MAKE UP OUR NEXT GAME... THEME TAXI FIRM, THEME SWEET FACTORY THEME CAR PARK, EUREKA... THEME BREWERY!

When the Inspector is around make sure everything is very tidy.

MAKE SOME ROOM

The hospital's rooms are divided into four different categories; Diagnosis, Treatment, Clinics and Facilities. All are pretty self-explanatory. To build a room first you have to agree on the blueprints. By selecting which room you want to build, you will have to make sure the room is at least the recommended size (different rooms require varying floor space), and that you can fit it within your present free spaces. Then you add doors, windows and finally place objects in the room. All rooms have a set number of objects that must be placed in the room to make it function, if you have enough space you can add additional items. When building a GP's Office you are required to include a desk, filing cabinet and chair for the patient. Extra items you can add are radiators, a bin and some plants.







Overhead projectors are cool, you can make shadows with your hands.

LET ME OFF THE PAGE, I'M A DOCTOR... TRUST ME!



Your progress is charted by moving your Doctor around the board. As you start at a new Hospital advance a space.









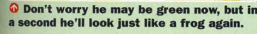
REVIEWER

After what seems a development period of aeons, *Theme Hospital* finally arrives, and I'm glad to say, doesn't disappoint. I never thought that running a hospital could make such a great game. Of course, this is no ordinary hospital (oops slipped into cliche mode a bit there). While very humorous to begin with, some of the jokes do begin to wear thin. Yet this doesn't matter, because the game itself is so engrossing. The icing on the cake, has to be the attention to detail throughout the game, eg put a pool table in the staff room and it does get played, or the spot-on sound effects that emanate from the toilets. It's because of the graphics that these elements are realised, large and colourful, with lots of animation. The business/strategy element may be too simple for some, but for anyone that's played *Theme Park* and enjoyed it, this comes highly recommended. ALEX HUHTALA

IN SICKNESS AND IN HEALTH

To keep things humorous, the majority of patients suffer from bizarre illnesses. With the corridors of your hospital often looking like some weird freak show. The first comedy ailment you will encounter is Bloaty Head syndrome. Patients suffer from incredibly large heads, which you can cure by building the Inflator. The Inflator simply pops the patients head like a balloon, and then pumps the head back up to normal size. Other patients may suffer from Invisibility, TV Personalities, Slack Tongue, the King (Elvis impersonators) and people who are completely covered from head-to-toe in hair. If you have the facilities to cure these patients, look closely when they are receiving their treatment as its highly amusing.





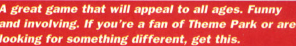
Don't worry he may be green now, but in a second he'll look just like a frog again.

RATING









A great game that will appeal to all ages. Funny and involving. If you're a fan of Theme Park or are looking for something different, get this.





Lobotomy Software are currently the hottest game design team around, and here's where it all started.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

Exhumed

When *Exhumed* was first revealed on Saturn, no-one thought it was anything special. "Just another *Doom* clone" we said. But as we played it more, we realised just how fantastic it really is. In fact, if we reviewed the Saturn version again today it would get a High Five for sure! Aliens attacked Earth many years ago and stole the body of the all-powerful Pharaoh Ramses as well as scattering the six powerful magic artifacts around the valley of Karnak. It's up to you to find out exactly what happened, track down those stinkin' aliens and let Ramses rest in peace!





TUTANKHAMUN'S ARMY SURPLUS STORE

The selection of weapons in *Exhumed* is excellent, though you start the game with just a machete. Before long you'll find some modern-day guns and some powerful Egyptian magic!

MACHETE



Surprisingly damaging, but you need to get right up next to your enemies to use it and it's very slow to use. The good thing is that you can use it underwater.

PISTOL

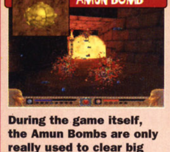


The first weapon you collect is okay for the initial stages of the game, but isn't much use later on. Slow-firing and not particularly powerful.

M-60

The weapon you'll end up using the most. Very quick to fire and powerful enough for most enemies, keep the M-60 well stocked up with ammo.

AMUN BOMB



During the game itself, the Amun Bombs are only really used to clear big rooms, but once completed they are essential for finding all the secrets.

FLAMETHROWER



Looks great, and is very useful indeed. Not only does it do lots of damage, but it can also set enemies on fire and do damage as they try to get away!

COBRA STAFF



This fires magical flying snakes which explode on impact. They home-in on enemies but don't do too much damage. You can use this underwater as well.

RING OF RA

The ring lets you fire small bouncing fireballs from the palms of your hands which are excellent when you're surrounded. Very useful.

MANACLE



The ultimate weapon! The longer you charge it up, the more lightning bolts are fired from your hand! They home-in on enemies and do loads of damage!

MAGICAL ARTIFACTS



Your main quest throughout *Exhumed* is to find and collect the six magical artifacts from the Karnak Valley. Each one gives you a new power.

LOOK AT ME, I'M A BIRDIE!

One of the coolest features of Saturn *Exhumed* is that you can "bomb boost" by bouncing yourself off the explosion from the Amun Bombs. By using the magical artifacts to float, you can drop a bomb straight below you and push yourself upwards slightly. Lobotomy made learning this tactic essential to completing the game properly as most of the team dolls are hidden in areas only accessible with the bomb boost. Interestingly enough, it's not possible to bomb boost in the PlayStation version of *Exhumed* – instead, when you collect a certain number of team dolls you are rewarded with two new magical modes! Dolphin mode lets you swim at high speeds then leap out of the water while Eagle mode lets you fly wherever you want! These two skills make finding the last of the team dolls even more fun than before!



The extra abilities make the game easier.





Finding the team dolls is more fun!



Using the Cobra Staff underwater makes killing the piranhas much easier than normal.





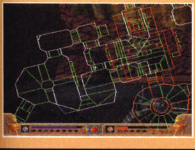


PlayStation

I TOLD YOU, IT'S IN THE SAND!

The 22 levels in *Exhumed* are spread around the Karnak Valley with no single set route through the game. Most of the levels have more than one exit, though some of them can only be reached with the use of artifacts collected from later in the game. As the game goes on and you collect more magical artifacts the plot develops, with the spirit of the Pharaoh Ramses giving you advice with every new power. Eventually you get to do battle with the aliens who stole Ramses' body in the introduction story!







OBSERVE THE FANTASTIC SCENERY

While most of *Exhumed* on the PlayStation looks the same as the Saturn version, some sections have been changed completely. Many of the secret sections have been redesigned and moved, and there are some more impressive structures than before. Take a look at some of the screenshots and you should be able to see what we mean.



The lighting effects make the levels look even more realistic.



Massive lava-filled chasms often have these disgusting beasts swimming in them!





THERE'S MORE...

While you may think that you've finished *Exhumed* once you've got all the artifacts, worked through every level and beaten the final boss, there's still a lot more to do before you can call yourself an *Exhumed* Master! For example, to complete the game properly you need to collect all of the pieces of the radio transmitter which have been scattered all around the Karnak Valley in order to call assistance to get out of there! If you don't, the ending shows... well, you'll have to find that out for yourself!





COLLECT THE ENTIRE PROGRAMMING TEAM!

You've finished the game, you've got all of the artifacts, you rebuilt the radio transmitter – what more is there to do? Look harder, that's what! Hidden throughout the game are 23 "Team Dolls" – small mummies with the faces of the programmers stuck on them! These dolls are hidden in some of the most difficult-to-find places we've ever seen in a game, meaning that it takes LOADS of exploration to get them all. Quite a few of the dolls are in different places to those in the Saturn version of *Exhumed*, as there's now one doll on every level. And if you manage to get all of the dolls you get a free bonus game, though it's definitely not *Death Tank* from the American Saturn version...





HOT INFO: EXHUMED 2!

There are some hot rumours going around at the moment about *Exhumed 2* which is said to be in development already! The major difference is that it won't be a first-person perspective shooter like the first game, and instead will use a *Tomb Raider*-style view. Also, it's scheduled to be set before *Exhumed* and you get to play as the Pharaoh Ramses himself, fighting off the alien invasion! It's rumoured to be coming out on Saturn, PlayStation and Nintendo 64, though none of this has yet been confirmed. Still, it sounds as though it could be fantastic!





REVIEWER

I didn't get into *Exhumed* on the Saturn until it had been out for quite a long time, as it didn't appeal to me at all to begin with. But as soon as you start to play, it becomes clear that it's far more than just a *Doom* rip-off set in Egypt. From the screenshots the PlayStation version may seem to be far superior, but it's actually a lot jerkier and a bit slower than it is on the Saturn though it's certainly not enough to ruin the game. In fact, it's still a lot faster than any of the other games of its style on the PlayStation. *Exhumed* must be the longest-lasting single-player corridor game ever, not only because it's so tough but also because it gives players loads to find even after they've finished it. The graphics are excellent, the sound is amazing, the control is fantastic and the level design is so good that there aren't any words to do it justice. *Exhumed* is essential to all Saturn and PlayStation owners after a challenge and is one of the best action adventures yet. Fantabulous!

ED LOMAS

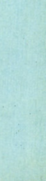
RATING



A perfectly-crafted adventure, and by far the best 3D shoot 'em up on the PlayStation.













With *Return Fire* finally making it's debut on Saturn, Sega retaliate by arming up *Mass Destruction* for an explosive release.

MASS DESTRUCTION

C*ommand and Conquer* has a lot to answer for. Since its arrival on PC, many sane humans have turned into sadistic world dictators, whose few pleasures in life include drinking Smirnoff Black and fiddling with their small, pointy moustaches. *Return Fire* then fuelled their hunger, but in *Mass Destruction* a huge seven course banquet of war and weapons has been laid before them! There is no complicated military plotline to this game, simply infiltrate the enemy camps and blow the crap out of everything. But be warned, within ten short minutes of loading up *MD*, you'll be off down the deedpole office to change your name to one A. Hitler.



Hold down Z and press up or down to alter the view.

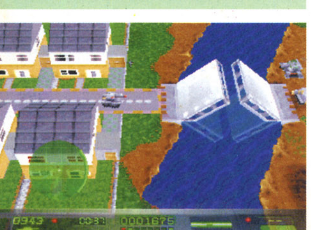
BRUCIE BONUS... WOOOOOH!

At the beginning of each round you're given your primary targets for that particular level, which are the basic minimum number of targets that you have to destroy in order to complete the levels. Hunt around a little, and you soon discover there is a lot more to discover. Secondary targets appear on your in-game map screen (press X) and there are also unmarked bonus objectives that you can carry out. The vast majority of these are simply taking out smaller groups of buildings tucked away in the corner of a stage, or mauling a few radar sites. Once a level is complete, the score screen will appear telling you what percentage of bonuses you managed to complete. If it's not one hundred percent, then it's back in again to look for them. Ah well...





Blowing up these two radars constitutes only one of your primary objectives for this level.



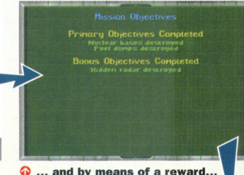
You can destroy this rising bridge. Of course.

NOT REALLY HIDDEN AS SUCH...

Finding the bonus objectives is the key to finding hidden missions. By simply completing the primary objectives, the easiest and quickest path to the end is the road you end up taking. Although this cuts out at least a third of the other missions, it leaves you wondering if you've missed anything special. So, once you think you've finished a level, check the map and it'll inform you of any secondary targets. Try to get as many of the bonuses as well. This should bring up the additional extraction point and taking this will lead you onto the more complex hidden missions.

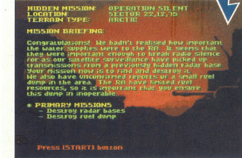


Destroy this radar as a bonus task...



... and by means of a reward...





...the first hidden mission is playable.









These targets are some of the main objectives you have to destroy while playing.

LOOK HOW PUNY MY WEAPON IS!

With the emphasis in *Mass Destruction* on simply destroying things, you'd imagine there's a fair old arsenal of weapons at your disposal. And you'd be right. Just remember though, as soon as you finish a stage, all the weapons you were carrying will be lost and you have to start the next stage from scratch. Doh!



The first of the two default weapons, it also has an infinite amount of bullets. They are quick firing, but sadly lacking in any real power.



Finding the pick-ups for these is rare, but then again you never really need to use them. For sheer desperation and as a very last resort only.

This is the other weapon you never lose and as with the shells, it has infinite bullets. Its short range is ideal for a bit of close combat.



It says 'Cluster Bomb ammo' when you pick up shells for this weapon, but it's the same thing. This is your equivalent of a weak smart bomb.



The most common pick up, and it's probably the most reliable weapon. You'll record high amounts of damage once these beauties connect.



Although you can only hold five of these at once, they don't 'alf pack some punch guv'! Homing missiles that cause mass destruction! Cool.



The longer you hold down shoot when firing these, the greater the arc they travel. Tap the button however and they fire almost straight ahead.

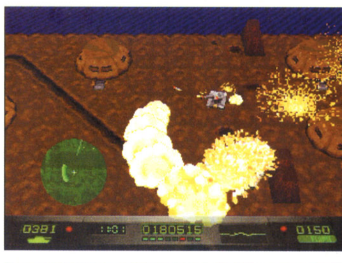


The best weapon bar none. Awesome looking, awesome amounts of damage and you get 200 units with every pick up you collect. Use it. Or die.

CAREFUL WITH THAT MATE

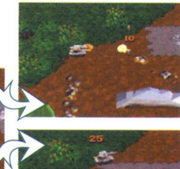
The first couple of stages don't have any specific tasks as it were, just things along the line of 'blow this and that up'. Once you delve a little deeper however, a few targets that must not be shot, appear during the stages. For instance a Nuclear Power Plant needs destroying, but the main reactors must remain upright. The key to spotting these is to check your mission briefing at the start of each of the stages, or look out for the red dots on your radar. Then try your best to avoid hitting them.





GET OUTTA MY WAY!

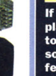
Racking up points is essential to this game, and the way you kill enemies is a testament to this. Some of the buildings and structures require two bursts of firing to destroy, and you don't get any points until it's completely destroyed. And then there are the foot soldiers. Shooting them with any weapon is not only fiddly, but also gives you a measly ten points. Our advice to you is to try and run them over instead. Not only does it provide you with maximum satisfaction, but it also gives you 25 points instead of ten.





Two men are trying to attack. Shooting one gives a paltry ten points, whereas running over one gives 25!!





REVIEWER

If you fancy a game you can pick up and play for 20 minutes before you pop over to your mates, this is it. Those who want something that lasts a little longer may feel more than a little disappointed by the repetitiveness of *Mass Destruction*. Don't get me wrong, this was a whisker away from scoring a four, but at the end of the day, I found myself doing the same things over again and subsequently my interest waned. Graphically though, it's very impressive. The high resolution buildings don't suffer from any pop up and there isn't a hint of slow down. And the game is pretty fast paced with no let up in the action. There is always something to shoot but it's just a shame that it's always the same things I ended up killing.

STEVE KEY

RATING






It's a very well put together game and does provide a lot of short term appeal, but the lack of variety prevents this from being outstanding.





SUPER PUZZLE FIGHTER 2 TURBO

"If you've got it, flaunt it" must be the current motto at Capcom, because they know they have got it, and boy do they flaunt it! But this is *Street Fighter* with a difference – Firstly it's *SF* and *Vampire Hunter*, featuring five characters from each, plus some secret ones too. Secondly, you do battle with little bricks. At first glance this looks like another *Columns/Tetris* rip off what with the falling blocks, getting rid of them in chain reactions and all that. But once you delve a little deeper, you discover that this really is a superb game. The sheer addictiveness is the main part. You constantly find yourself coming back for one last go, and before you know it you've been playing for hours. And it's fiendishly tough too, something which can't always be said for puzzle games. Capcom prove they can do more with *SF* than just fighting. **STEVE KEY**

PUZZLE GAME
APR RELEASE
BY CAPCOM
1-2 PLAYERS

- PRICE £29.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL : 0171 368 2255

The characters in the middle of the screen fight depending on how well you do in the game.




EXCALIBUR 2555 A.D

Playing the role of Merlin's apprentice, you are transported into the future to retrieve the legendary sword of Excalibur. Make your way through the 200 locations that make up the city of Salto, inhabited by over 80 different characters and strange creatures. *Excalibur* has a nice variety of fighting, spellcasting, puzzle solving and interaction with other characters, yet the whole thing is a little boring. The city is all on one level, and resembles a maze rather than a real place. The graphics and locations are all a bit similar, and the fighting moves at your command are limited. If you like games with orcs, goblins and the like, you could enjoy this. Its RPG element does get better the further you progress. As for the rest of you, if you want a great 'adventure' play *Tomb Raider* instead. **ALEX HUHTALA**


3D ADVENTURE

OUT NOW

BY TEMPEST

1 PLAYER



- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY TELSTAR
- TEL : 01932 222 232



Excalibur's graphics certainly aren't terrible. The lighting effects are actually very good.




SPACE JAM

A movie based on a famous Nike commercial, and a game based on *NBA Jam* do not a great experience make. Here the Looney Tunes characters are teamed up with Michael Jordan against the alien team of Monstars, in a game of three-on-three basketball. Added to the court antics are several poor sub-games, which pop up between the periods. Find Michael's kit before the B-ball starts, make Yosemite Sam shoot hoops in a score challenge against one of the Monstars, and enter a space race with the aid of Speedy Gonzales. Do well here and your team's abilities are improved. All the characters have individual monster dunks and character animation. Younger gamers might like this, but as for the rest – steer well clear. The gameplay and challenge is too basic. A tragic waste of not only the movie license, but the Looney Tunes characters. **ALEX HUHTALA**

BASKETBALL
OUT NOW
BY SCULPTURED SOFTWARE
1-2 PLAYERS

- PRICE £44.99
- SATURN AND PC CD-ROM VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACCLAIM
- TEL : 0171 344 5000



Just what we all wanted. A poor copy of NBA Jam with some terrible bonus stages. Great.





CRYPT KILLER

Crypt Killer has been around in the arcades for a while now, and while it wasn't that good a game, it attracted punters because you use pump-action shotguns instead of normal weapons. And the same can be said for the home versions too, minus the shotguns of course. Most shooting games are generally good fun to play, as this is, but when a game looks as bad as this, then who cares? Plus *Crypt Killer* has nowhere near the same amount of depth and playability as say *Virtua Cop*. Once you've played it through, there is no real need to come back again, and even the two player mode doesn't save it. With the already far superior *Virtua Cop 1* and *2* already available for Saturn, and *Time Crisis* well into development, I'd recommend that you get one of those instead. **STEVE KEY**


GUN GAME

APR RELEASE

BY KONAMI

1-2 PLAYERS





- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY KONAMI
- TEL : 01895 853 000






Just look at the screenshots and marvel at the fantastic quality of the graphics. Prrrrp!

MINI REVIEWS




NHL FACEOFF 97

Face Off 97 is a fine attempt at an ice hockey game, but will be left on the benches due to the quality of graphics and presentation. The game plays fine, though it's a little easy to score. Plus the icon passing (an idea borrowed from countless American football games) lends itself well to the sport. The deciding factor for most will be the graphics – to think that this game is running on the PlayStation is hard to believe, looking not much better than the original *EA Hockey* on the Mega Drive! All that we have come to expect from 32-bit sports titles – the multiple camera angles, play by play commentary, and half time TV style reports are sadly either absent or very basic. If you want hockey thrills, go for EA's *NHL 97* instead. **ALEX HUHTALA**

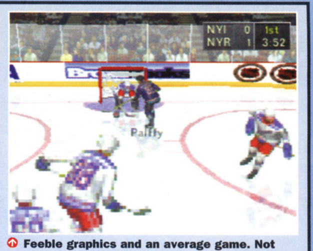

HOCKEY

OUT NOW

BY KILLER GAME


1-8 PLAYERS

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL : 0171 533 1400



Feeble graphics and an average game. Not really the ingredient of something worth buying.




MECHWARRIOR 2

Considering the PC version of *MechWarrior* was such a huge success, it came as no surprise that it is was being converted to the PlayStation. What did come as a shock though, was that the programmers have completely overhauled the engine from the PC and assembled a new one! Although having now seen the end result, it doesn't seem to make it any better. The biggest fault of this is that it is far too slow. It's painful just trying to change direction, which in a game that relies on you being quick enough to avoid enemy mechs is baffling. And graphically it leaves a little to be desired. There's no real detail in any of the stages, they just look like flat expanses. Don't be fooled by other reviews – this will become tedious very quickly, and you'll have wasted your money. **STEVE KEY**

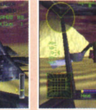

ROBOT GAME


OUT NOW

BY ACTIVISION


1-2 PLAYERS

- PRICE £44.99
- PC VERSION AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL : 01895 456 709


Maybe the pace of *MechWarrior 2* will appeal to people with really slow brains.




FIFA 97

While it was one of the biggest-selling games of last year, *FIFA 97* on the PlayStation is plainly very poor. Unfortunately, it was released before any reviews were on the shelves and lots of people bought it on the strength of previous games. The Saturn version is actually a very good conversion of the PlayStation game, and looks almost identical... the problem is that it plays the same as well. Badly-worked out motion-capture means that players stop between moves and hobble around slowly, the artificial intelligence is terrible, loads of players are in the wrong team positions, the control is very slow, and a load more stupid errors like these just ruin the game completely. If you've got a Saturn, get Sega's *WorldWide Soccer 97*, as it's a hundred times better than this. **ED LOMAS**

FOOTBALL

OUT NOW

BY EA SPORTS


1-4 PLAYERS

- PRICE £44.99
- PLAYSTATION VERSION AVAILABLE
- N64 VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL : 01753 549 442




The one thing that *FIFA 97*'s got over *FIFA 96* is the indoor mode. The rest of the game stinks.




DESCENT 2

The PC version of *Descent 2* came out almost exactly a year ago, and it's nice to see that a bit of effort has gone into the conversion to PlayStation. As with the first *Descent*, the black borders at the top and bottom take up over a third of the screen but the graphics have almost the same level of detail as the PC version. The frame rate occasionally gets very jerky but overall it's not too bad. The controls take a bit of getting used to and customising until you find something you're comfortable with, though that's not surprising considering that the PC version used almost the entire keyboard. *Descent 2* itself is pretty good – full 3D movement (complete with free motion sickness), the key-hunting game style of *Doom*, lots to shoot, and some fancy touches like the PlayStation-only coloured lighting. A good alternative to the usual load of *Doom* clones. **ED LOMAS**


SHOOTING

OUT NOW

BY PARALLAX

1-2 PLAYERS

- PRICE £44.99
- PC CD-ROM VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY INTERPLAY
- TEL : 01628 423 666



The PlayStation version of *Descent 2* is almost the same as the PC's. Therefore it's good.

MINI REVIEWS

THE AOU '97 SHOW REPORT!





This Top 20 is based on the results of polls taken live at the show by Gamest (Japan's leading arcade specialist magazine). Only games that were playable at the show are included in the poll but videos demonstrating *Psychic Force 2*, *Racing Jam* and *Samurai Spirits 64* were also very popular.

AOU SHOW TOP 20 GAMES

1.	Vampire Saviour	CAPCOM	FIGHTING
2.	Tekken3	NAMCO	3D FIGHTING
3.	Street Fighter III	CAPCOM	FIGHTING
4.	Go by Train!	TAITO	SIMULATION
5.	G Darius	TAITO	SHOOTING
6.	Armadillo Racing	NAMCO	RACING/SPECIAL
7.	The House of the Dead	SEGA	GUN SHOOTING
8.	Tokimeki Memorial	KONAMI	GAL SOFT
9.	Magical Drop 3	DATA EAST	PUZZLE
10.	Do Donpachi	ATLUS	SHOOTING
11.	My Angel 2	NAMCO	GAL SOFT
12.	Virtua Striker 2	SEGA	SPORTS
13.	Street Fighter EX Plus	ARIKA	3D FIGHTING
14.	Top Skater	SEGA	SIMULATION
15.	Battle Circuit	CAPCOM	ACTION
16.	Hang Pilot	KONAMI	SIMULATION
17.	Fly! Polystars	KONAMI	3D SHOOTING
18.	Scud Race -Twin	SEGA	RACING
19.	Arkanoid Returns	TAITO	PUZZLE
20.	Sailor Moon Quiz	BANPRESTO	QUIZ

As the AOU Show is an opportunity for the arcade game industry to preview future titles, many of the games are still in development. As such, they are all subject to change at any time, so be prepared for differences in the completed game. In addition, most of the games on show were Japanese domestic versions, so American and European versions could also contain differences.

For those wanting to know what big arcade hits lie ahead, there was no better crystal ball than the AOU '97 Amusement Expo. Held on February 19th and 20th at the Mukahari Messe just outside Tokyo, all the big names were there to unveil their spring and summer line-ups to thousands of Japanese gamers. Although the AOU usually plays second fiddle to JAMMA (in Sept.) many games only previewed last year were playable at last! Despite worries that companies would only concentrate on a few main games, everyone had a strong range of titles. Some people were a little concerned at the number of game sequels, but judging by the polls taken at the show these were the games that were amongst the most popular.

CAPCOM

Although Capcom's stand was functionally well designed, it was still far too small to cope with the hundreds of gamers that swarmed over the two of the biggest hits of the show – *SFIII* and *Vampire Saviour*. The general reaction to the new characters in *Vampire Saviour* was good, with Q-Bee being especially popular due to her insect-like attacks. However, reaction to BBHood was mixed with some feeling that she didn't really suit the game's image.

The big question is why was *Street Fighter III* (CP-SYSTEM III) not as popular as *Vampire Saviour* (CP-SYSTEM II)? The overall consensus seems to be that while most game players are familiar with the *Vampire* characters who are naturally colourful and exciting, it looks like it's going to take some time to get used to the new *SFIII* characters who in comparison do look very plain.







BATTLE CIRCUIT

CP-SYSTEM II board
80% complete / Japanese version

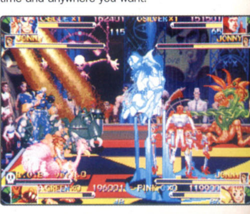
Finally, a brand new sideways-scrolling beat 'em up from Capcom!

Battle Circuit's stage is the 21st Century. Following the Third World War Earth has been completely reconstructed as a cyber-world where everything is managed by one all-powerful computer (The God System), and its main disc has been stolen by the mafia and the mysterious scientist, Dr. Saturn! The players are cyborg bounty hunters who are hired to apprehend wanted criminals. Although neither fight for justice, just for fun and money!

Inside a cyborg's body there is a special chip (the Battle Circuit) which gives them amazing physical powers. The players, loaded with these high-performance fighting circuits, are able to use spectacular combat techniques!

Four players can join at the same time. They are able to upgrade their powers by buying special moves at the cyber-software shop. Such upgrades could be basic abilities such as Power Up, Defence Up or extra attacks such as Heat Kick or Death Blow. To collect money for these upgrades the players have to pick coins off the street or earn special rewards for completing each mission.

One special feature is BATTLE DOWNLOAD. This enhances the entire team's powers for a while. To use it, all you have to do is charge up the Download Energy. After that you can use it anytime and anywhere you want!





CHARACTERS:

There are five characters to choose from:

(i) CYBER BLUE
Balanced Fighter : Fun Loving American : Age 24

(ii) CAPTAIN SILVER
Master of Tech-combos : Cool-Tempered Russian : Age 26

(iii) YELLOW IRIS
Agile Combatant : Aggressive, Passionate Spaniard : Age 21

(iv) PINK OSTRICH
Aerial and Mid-Range Fighter : Battling Ostrich and Australian Girl : Ages 4 / 9

(v) ALIEN GREEN
Power Grappler : Mysterious Lifeform : Age -Unknown-

VAMPIRE SAVIOUR

CP-SYSTEM II board
56% complete / Japanese version

Voted the hottest game of the show, the third instalment in Capcom's monster fighting series was unveiled at AOU! For those that know the brilliance of *Vampire Hunter*, this HAS to be major news! Exciting new features, powerful new characters and a mysterious new fate awaits you in the deadly shade of the night!

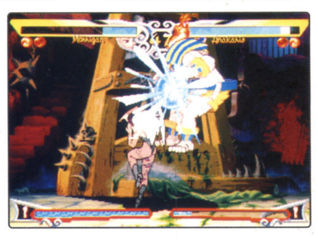
Again using the CPS II game engine, Capcom have gathered fifteen characters – both old and new – for this new celebration of the supernatural. The sad news is that Donovan, Phobos and Pyron have gone, although one mysterious '?' remains on the select screen, no doubt for another new character. To make up for it, joining the 11 characters from the previous versions, Capcom have unveiled four chilling new fighters!



Incredible new backdrops feature in *Vampire Saviour!*

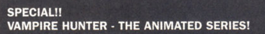
New character Q Bee performs a horrific hive attack. Yeeouch!







Donovan in the animated movie. Wait till you see Zabel!



SPECIAL!!
VAMPIRE HUNTER - THE ANIMATED SERIES!
(C) CAPCOM, AMUSE
Colour, 40 mins, Dolby Digital, 6,000 Yen
Set of 4 videos : 1st Release - March 21st

For *Darkstalkers*, Capcom and *Street Fighter* Animated Movie fans alike! All your favourite characters, Donovan, Morrigan, Felicia etc feature in this new Japanese anime action. Dononvan's "Midnight Pleasure", Morrigan's "Valkyrie Return, and other trademark moves from the game in full cinematic glory! It's the same high quality animation we saw from the director of "Street Fighter II The Movie" so you know you can expect something special. Let's hope they release an English dubbed version over here!

LILITH – Lost Child of the Lust!

"I want to return to my real body!"
The soul of Morrigan in a new form. Having gained a temporary body, she makes up for being buried in the darkness of oblivion for 300 years by dancing weirdly in the sky.

B.B.HOOD – Lovely Bounty Hunter!

"There are so many spoils to be had... it sure looks like I'm going to make a killing here!"
The black sheep of a magical people, this dark-souled girl from the human world is the greatest "Dark Hunter". Despite her innocent appearance she carries a range of weapons when ever she goes for a walk, she always goes hunting for monsters!





Q-BEE The Ghastly Insect!

"Your soul looks delicious!"
Just like Jedah, she works to gather souls. She is the head of the "Soul Bee" Hive. These insects exist wherever the honey of life can be found. They swarm, fight and devour together by instinct.

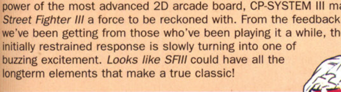
JEDAH – Messiah of the Darkness!

"All life must merge with me!"
One of the ancient lords of the Darkrealm he has been resurrected to save the dying world of Darkrealm. He has summoned all the Darkstalkers to his Damned Dimension, but what is their fate?

PLOT?

The Darkrealm was in chaos. In those dark times, one soul was resurrected from the bottom of oblivion. Jedah, one of the ancient "Three lords of the Darkrealm" created a closed battle stage called the "Damned Dimension" and summoned all worthy spirits, declaring 'All living and dead souls should merge with me! That is your only hope for ultimate salvation!" Thus, the gala of The Darkstalkers is held once again, only now it's for their own survival. Time is running out....and there's no second chance!

Some way from its summer release in Japan, little is known about what differences there are to the game mechanics in this instalment. The most noticeable alteration is that there's no more "Round" system to slow down your fighting pace. Instead, Capcom have introduced the "Damage Gauge System", said to give more opportunities for counter attacks and make battles more exciting than ever! Expect *Vampire Saviour* to be released over here under the somewhat less cool name of *Darkstalkers: Jedah's Damnation.*



STREET FIGHTER III – NEW GENERATION:

CP-SYSTEM III board
100% complete / Japanese & Europe version

After last month's in-depth 6-page report, and with the game now released into UK arcades, there isn't a lot to report on *Street Fighter III*. Except that the game proved extremely popular, rating as the third top game of the show!

Ken and Ryu, eight new fighters, the new Super Arts, and the power of the most advanced 2D arcade board, CP-SYSTEM III make *Street Fighter III* a force to be reckoned with. From the feedback we've been getting from those who've been playing it a while, the initially restrained response is slowly turning into one of buzzing excitement. *Looks like SFIII* could have all the longterm elements that make a true classic!

WIN A *STREET FIGHTER III* CLOCK!

Yes, Capcom have given us an official *Street Fighter III* clock for a competition prize. This nifty-looking time piece is actually fashioned out of a CD, with full-colour art on the front (as well as some clock arms). To stand a chance, just tell us the name of this character on the right. Send to our NEW address (see editorial) First entry randomly pulled from sack/box/drum/Ed's gut, wins.



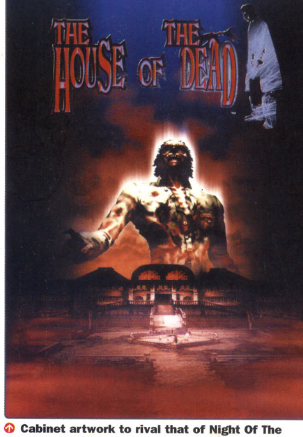


SEGA





Sega had a strong line-up with four solid games, all set to be big hits this year. In particular, *The House of the Dead* stood out as a very impressive title, showing you don't need Model 3 technology to make a great game, just a good idea with plenty of exciting gameplay. Certainly the best of the three gun games at the show! *Virtua Striker 2* takes over from *VF3* and *Scud Race* as Sega's showpiece of Model 3 power, and *Top Skater* exemplifies Sega's classic originality as well.



Cabinet artwork to rival that of Night Of The Living Dead. Now you get to join in the horror!

THE HOUSE OF THE DEAD

(C) SEGA ENTERPRISES 1996
AM R&D DEPT #1
Model 2 board
80% complete /Japanese version

One of the most impressive games at the AOU Show was SEGA's new shooting game *The House of the Dead*. In a mix of *Resident Evil* meets *Virtua Cop*, you play a government agent who's been sent into a gothic-style research centre to rescue endangered scientists. As you battle zombies and monsters you're gradually caught up in the spine-tingling atmosphere of horror!

AM1's attention to detail is immaculate. For example, each time you're hit a bloody mark appears on the screen. However, rather than simply using the same effect, each monster leaves a different mark. Axes leave a bloody gash, fangs leave a bloody bite mark, claws leave a bloody slash, while the chainsaw leaves a giant bloody... well, need we say more?

Like a real horror movie, HotD always keeps you on the edge of your seat. The zombies come at you from all directions. They hang from the ceiling, leap out of the water, jump out from behind doors and even smash their way out of huge experimental glass tanks! The zombies are rock hard opponents, taking several well-aimed shots before exploding apart with green blood and guts flying everywhere as you continue to blast them!

As you'd expect from a genetics research centre, there's more than just a few mutated zombies roaming around! Monkey zombies and fish zombies are just two we've seen, but as levels progress you're faced with even more abominations. One is a huge winged demon surrounded by an army of giant bats! This creature is particularly well-animated.

In the game's most unique feature, players can choose their own route. However, unlike in *Virtua Cop 2* these junctions aren't fixed. Instead, they alter depending on the player's progress. Expert players won't have the normal routes, rather they'll be able to choose their routes from an earlier stage. During the time it takes beginner players to play several games, experts can discover many other things!

Being a top government special agent requires not only precision shooting, but brains as well. Trigger happy players will not only wipe out all the horrors, but surviving scientists as well. Your 'Life Bonus' at the end of each level relies on the number of scientists rescued, so you need to be careful what you shoot! In addition, you need to look out for things to assist your mission. Shooting a control panel on the far side of a room raises a bridge so you can cross. Picking up a security card in one room lets you open a locked door in another!



A lovely view of the moon. Hey, get out the way, you zombie!



The agents look down a hole that some of scientists are in!



Before you fight the first BOSS, you find Sophie. It all looks like a trap to us!



Fail to rescue a scientist at the start and he's killed by the zombie!



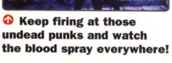


Monkey zombies. Well what did you think they were? Gibbons?



The two special agents head to the front entrance of the festering mansion.





Keep firing at those undead punks and watch the blood spray everywhere!

In the basement there is a zombie with a chainsaw!



VIRTUA STRIKER 2

AM R&D DEPT #2
Model 3 board
50% complete / Japanese version

Thanks to Model 3 power, *Virtua Striker 2* is the coolest looking football game!

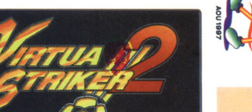
Generating one million polygons per second at 60 fps, the players' movements are so smooth they look like real people and the stadiums have been modelled incredibly realistically. Plus, with Model 3's built-in clock, the game progresses from day into night. During an exciting game, the sun will set and the flood-lights will go on!

The control method is the same as in original VS, using a joystick and three buttons – Short Pass (when defending this becomes a Sliding Tackle), Long Pass and Shoot. While the ball is in the air the Pass changes to Header. However, unlike previously, it's not necessary to trap the ball before passing, you can direct pass with just one push of a button. The emphasis has shifted from dribbling to passing, to make it a far more exciting game.

Each team now can now use new pre-set tactics which alter the nature of the players' actions. At first the tactics are set to normal, but during the game you can change them to defensive or offensive. In this way you can hang on to a one goal lead or make a last chance attack at goal.

The number of participating countries has been increased from 18 to 24 with just one team, Denmark, being dropped. The 7 new countries are Portugal, Croatia, Belgium, Uruguay, Russia, Yugoslavia and Greece. To increase the excitment of the ongoing championship, your cheering supporters following you from match to match, increasing in numbers. Make it to the final and they're in a frenzy!

As before, plenty of virtual advertising has been put up around all the stadiums. This time, real soccer sponsors like Opel and Adidas and – a first in soccer history – banks like Sanwa, Sumitomo and MItsubishi appear, along side other famous names such as Coca Cola, Seiko, Beams and Axia.











TOP SKATER

AM R&D DEPT #3
Model 2 board
in-development / Japanese version

AM3 have used their mastery of the Model 2 board to once again create a simulation game that's so hot it's cool! *Top Skater* is the first arcade game based solely on the theme of skateboarding.

The aim is to ride their board around the courses performing as many skateboard tricks as possible (such as Kick Flips or the 50-50s) and score points depending on the trick's difficulty The player must also avoid crashing into the various obstacles AND race faster than anyone else! There are two courses to face and loads of skateboard techniques to master!

Clearly *Top Skater* has been designed to appeal to the tastes of harcore boarders. The BGM music is performed by LA grunge band, PENNYWISE, and each of the six characters is sponsored by a famous skateboard gear company!



















SCUD RACE TWIN TYPE

AM R&D DEPT #2
Model 3 board
in-development / Japanese version

Although *Scud Race* has yet to surface here (as *SuperCar GP*), in Japan it's already being revised. The original version was one-player only, *Twin Type* finally follows *Daytona* into the essential multiplayer arena. And while working on this element, Sega have made some radical of changes.

The handling of the cars has been improved. The control of the player's car during drift has benefited from advice they've received from the famous Japanese racing driver, Mr. Suzuki.

The car line up has been altered to reflect their difficulty. The left side is for beginners (Porsche - Easy, Ferrari - Normal) while the righ is aimed at experts (Dodge - High Torque, McLaren - High Speed).

The tactics of the rival cars has also been altered. Far from avoiding accidents, they are now trying to cause crashes!! As an incentive, the number of the car that crashed into you is now displayed!

Other changes seem distinctly Daytona-esque, The original featured 40 cars on all three tracks. This has now been adjusted to reflect the enemy car skills. The Beginner courses have 40 cars, the Medium course has 30 and Expert has only 20! And Rolling Starts are back! Now in the two Beginner courses in place of standing stars.









Aside form the games shown below, Konami also had a playable a version of the excellent *GTI Club* running in the Hydraulic *Road Rage* cabinet. While the handbrake has been taken out, this is more than made up for by the simulated movement which really adds a lot to the game and is great fun.

Konami also displayed an incredible video of their upcoming games running on the much-vaunted Cobra board. A fighting game (codenamed *PF573*) and *Racing JAM* – a driving game with out-of-this-world graphics. While some similarities can be made between Sega's *VF3* and Konami's *PF573, Racing JAM* looked to be visually way beyond *Scud Race*. Standing at a distance you couldn't have said whether it was CG or real video footage. The real challenge for Konami is whether they can create the gameplay to match it! We hope to have pictures next month!





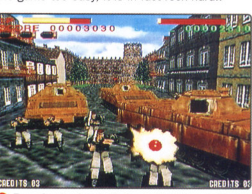
Konami board
in-development / Japanese version

With possibly the most powerful gun ever, Konami have created a shooting game with not only plenty of fast excitement, but an unparalleled level of realism as well. This is one battle-action gun game that really bites back.

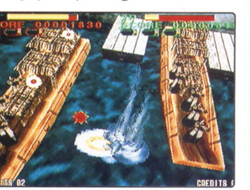
You play a top commando riding on board a helicopter with a mission to destroy enemy forces. As the computer controls the helicopter all you have to do is shoot! From start to finish, through the 5 non-stop action stages, your aim is to shoot everything! Every single enemy object can be destroyed. Whether it's a building, a vehicle or a person, they can all be blasted!

Each stage takes you to a different country, so you have to face various kinds of terrain (forest, desert, river etc). In addition, each country's military forces have a lot of variety with a wide range of armoured vehicles and highly trained combat soldiers.

Overall, it's a very fast game with the enemy attacking you with every weapon they've got. So despite the feeling that carrying such a powerful gun may make the game too easy, it is in fact rock hard!!



People, tanks, buildings. Take 'em all out!



Ships now eh? Bring 'em all on. Brakka!

THE GUN

For those tired of continually having to reload their tiny revolvers with a few more bullets *OTH* is the game for you! Konami have created the gameplayer's dream gun. Firstly, it's big, I mean really big! Weighing in at around 3kg, you need both hands to wield this baby. And the gun is not mounted either, so you can enjoy free-style shooting action!

Next up, it's realistic. With its well designed and detailed construction it looks real! With Konami's new super-accurate recognition system it shoots real! And with its powerful recoil action as well, the gun even feels real! It doesn't get any more convincing than this!!



FLY! POLYSTARS

Konami board
in-development / Japanese version

Fly! Polystars is a comical shooting game that emphasises having fun! Just one look at the huge colourful bosses is enough to know that this 3D shooter is full of hilarious over-the-top action from start to finish.

Controlling one of the Polystars, you task is to defeat the evil polygon forces over seven massive stages, each with a unique theme. In one you battle over a town against a huge Poly-Bat mothership, spewing forth 'baby-bat' fighters. In another stage you face a gigantic polygon squid with 8 deadly arms splashing around the screen.

Fly! Polystars alternates between 2 different viewpoints during the game. Stages 1, 3 and 5 etc use a high viewpoint while stages 2, 4 and 6 etc use a low viewpoint. Each viewpoint requires different tactics. When it's low you can see far into the distance, so you need to be able to judge how far away the enemies are. When the view is high, judging depth is more important.

Although the 3D effects may appear complex, the gameplay is really simple. Using an 8-way joystick and 2 buttons for Shot and Missile. For beginners, Konami even allow them to be combined so just one button fires both (Kind Mode) while for the experts out there who want a real challenge you can use them separately (Mania Mode). For those who remember, this is the same as Konami's *Twin Bee Yaboo*.

The Power-Up system is equally simple. During the game, strange white "Item Carriers" appear from the edge of the screen. If you destroy it you can then collect the Power Up Item it is carrying. There are two kinds – Missile Power Up, which increases your missile payload up to a max of eight at a time, and Shot Power Up which gives you rapid, three way or seeker shots.






The 3D graphics are superb!


Impressive bosses too!

HANG PILOT

Konami board
In-development / Japanese version

With the exception of Namco's *Prop-Cycle* there haven't really been any great arcade flying simulators around. That's all set to change with Konami's excellent *Hang Pilot*! Konami have gone to great lengths to give this dynamic sport the realism it needs. All the heart-stopping thrills of soaring like an eagle, but without the worry of pain and injury!

The aim of *Hang Pilot* is to race your hang glider against the clock across an open course. Although you're free to choose your route, there are several checkpoints to pass through, so you need to avoid straying too far from the general direction of the finishing point. In addition, there are three other pilots racing against you. In the beginning they're quite useful because you can follow them to learn the basic route and pick up a few handy techniques at the same time. However, they soon become far more competitive!

Depending on your skills you can choose from 3 different types of pilot. The Beginner Pilot's hang-glider is easy to control but has a lower top speed, while the Expert Pilot's hang glider is designed for high speed so it requires careful handling. The Normal Pilot's hang glider is a balance between the two, of course.

There are four view points to choose from, including both a "Behind View" where you can see the entire hang-glider (good for beginners because it's easy to understand) and a "Pilot's Eye View" where you can see only the handle bar and the front-tip of the hang-glider (this dynamic viewpoint gives a real feeling of speed).



Mimmicking a genuine hang-glider, a handlebar hangs down from the top of the cabinet. By pulling and pushing the handle bar back and forth, you're able to control the angle of the hang-glider's wing. Pull the bar toward you, your hang glider will start to descend. Speeds of up to 140km/h are not impossible! To slow down quickly, just keep pressing the bar to raise the wing. This acts as an air brake.

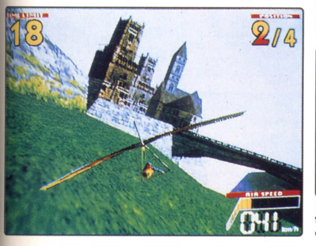
This artwork shows the position you'd be in, fixed to a real hang glider. No simple pedal here, fool.

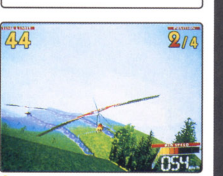




Some of the 3D backdrops look simply incredible. Check ou that valley at the top-right!

The large foot plate at the bottom is used to turn your glider left and right. By placing both feet firmly on the Rudder Step and shifting your weight from side to side you can control the direction of the hang-glider the same way professionals do. Mastering the balance is essential for precision handling!! By leaning your body to the left and moving your feet to the right you can make a left turn, and vice versa. If you keep leaning to one side you can turn right around.





It might look peaceful, but don't forget, you're racing against three other people... and the clock!

There are three different scenic courses available. The intermediate course is still under development, however here are the two courses we know about at the moment:

RESORT ISLAND

An easy course designed for beginners, with a beautiful coastal view and clear blue skies, just the thing for a gentle start to your flying experience. With a fairly level slope and limited obstacles, Resort Island is the perfect course to practice your handling, and master the techniques you'll need for the more difficult levels.

WILD VALLEY

Experts will enjoy the challenge of this alpine course. With numerous trees and cliffs along this difficult valley course you need to have mastered precision control of your hang glider if you want to avoid crashing. This course in particular makes good use of the Lower Monitor for choosing your flight path with care.

SOL DIVIDE

Japanese version

Psikyo, previously famous for the excellent *Samurai Aces, GunBird* and *Strikers 1945* series, have once again opted for a sideways scrolling shoot'em up. But this time they've left behind the realism of World War 2 and instead entered the fantasy world of sword and sorcery.

The gameplay as we presently understand it is fairly simple with one 8-way joystick and 3 buttons: shot, magic and magic select. Being a mystical world of ancient sorcery you need to collect various magical items (which act as spells) to use against your monsterous foes. There are 11 types of magic available, each of which is a completely different attack. By carefully choosing the most appropriate spell to use against each opponent you can successfully destroy your enemies. But in order to do so you must first discover their weakpoint!

Currently, there are 3 characters to choose from. Tyora a beautiful woman, Kashon a blue warrior with birds wings and Vorg a dark knight with a long sword. Each one has their own reason for fighting the forces of evil and each character has their own particular strengths and weaknesses. Depending on which character you choose there may be various changes in the stages with possibly different opening and ending scenes.

Boasting a palette of 260,000 colours, the graphics are incredibly realistic, with detailed rendered shading for all the background scenery. All the characters, monsters and magical attacks have been modelled with computers so the smoothness of the movement really needs to be seen to be believed.

Not only have Psikyo got fantastic computer graphics they've also sgot incredible artwork as well. All the excellent pictures on this page have been drawn by legendary artist, Mr. Katsuya Terada, who is very popular in Japan. It was Mr. Terada who drew all those excellent *Virtua Fighter* illustrations. Luckily for us, Psikyo's great hardware is more than capable of doing his creations the justice they deserve so they have decided to use his artwork throughout the game for all the visuals, such as on the character select screen.





SNK

It was *Samurai Spirits 64* that brought SNK attention at AOU. Although still early in development, the potential of their new 64-bit board is clear. Obviously with most of their programmers busy on future 64-bit titles SNK had to rely on third party games by Atari and Data East to fill out their stand, although *Real Bout Special* was also available.

SNK also unveiled the results of the players' choice poll for a new team to be included in the long waited *KoF '97*. The team consists of Billy Kane, Blue Mary and R.Yamazaki.





Shots taken from a demo video, given away at the show, of Samurai Spirits 64. Looks good so far!





MAXIMUM FORCE

(C) 1997 ATARI GAMES CORP.
Atari board
100% complete / Japanese version

Maximum Force is the explosive sequel to Atari's last successful shooting game, *Area 51*. Three pulse-pounding missions provide up to 30 minutes of play time and there 30 secret rooms to help keep you going for some time. The backdrops look similar to *Area 51*'s, however the digitised enemy characters look far superior. Using Atari's reliable AccuAim optical targeting system you always get a clear shot so don't have to waste ammo shooting a second time.As would be expected the game is best played with a friend on the huge 39 inch display cabinet for the full impact of the super-realistic visuals.

REAL BOUT SPECIAL

(C) SNK 1996.
SNK board
100% complete / Japanese version

It's been out for quite a while, but is still doing well in the arcade charts. In third place, after *VF3* and *Virtual On*, the considerably enhanced *Real Bout Special* continues to go from strength to strength. Those who've played the original *Real Bout* know there have been major changes to the game with the line system, power gauge and combination arts.





TAITO

It's interesting that compared to *Top Skater* and *Hang Pilot*, a train simulator should win top honours.

Equally packed out was *G Darius*. We thought it used Taito's new super board. However they have another, even better board waiting in the wings! They demoed a video of the Wolf board running a car racing game and *Psychic Force 2*. Judging by its capabilities Taito aren't going to be left behind in coin-op technology.

ARKANOID RETURNS

(C) TAITO CORP 1996.
Taito board
In-development / Japanese version

It's 10 years since classic *Arkanoid* first appeared, but only now have Taito seen fit to unleash its sequel!

If you've never experienced the original, Arkanoid is a powered-up version of *Breakout*, as you clear the screen of blocks by bouncing a ball at them. The main difference this time round is that two players can play simultaneously!

There's 100 stages in the game and the familiar selection of power-ups, that extend your Vaus (bat), stick the ball to it, give it firepower etc. Of course the best thing is that this arcade release probably means we'll get all-new console versions too. Wahoo!









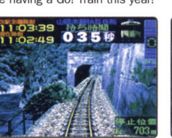


(C) TAITO CORP 1996.
Taito board
In-development / Japanese version

For those unfamiliar with traditional Japanese life it may seem difficult to believe that a train simulation game was more popular than Sega's *House of the Dead* OR Konami's *Hang Pilot*, but to those who live there trains are a way of life!

It's almost impossible to commute, either to school or work, without using the train. The driver's cabin is part of the first train carriage with huge big windows so not only can you see the view ahead of the train you can also spend many fascinating hours watching the driver do his stuff with all the knobs, levers and buttons.

So it's not really that surprising that they all want to become train drivers and mess around with all those knobs, levers and buttons themselves! As such, Taito have done a first rate job of building an exact replica of the actual system used in most trains in Japan. Believe us when we say that just about every arcade in Japan will be having a Go! Train this year!









The trademark *Darius* fish. Special Edition dudes!

G DARIUS

60% complete

This 3D instalment looks set to be absolutely fantastic.

The game route actually changes during a stage. For example, in the Aqua Zone you can take the airborne route or sink down beneath the waves and opt to take the underwater route instead.

The middle boss capture system from *Darius Gaiden* is enhanced. It now covers almost everything except the final boss and things on the ground. Fire a Capture Ball at one of the mid-air enemies. The enemy then fights along side you. Alternatively you can transform your captured enemies into energy attacks!

namco®

Making up for their absence at last year's JAMMA, Namco were at full power this time. Over 20 *Tekken 3* units were present, packing in the gamers. Most amusing game at the show goes to *Armadillo Racing*. As one of the very few multi-player games available it offered a refreshing change from the serious fighting and shooting. Not really a mainstream arcade game, so not featured here, is *Pocket Racer*. This is basically *Ridge Racer Revolution* with all the cars in buggy mode and is intended for the kids.

ARMADILLO RACING

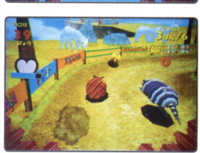
System Super 22 board
80% complete / Japanese version

It's bizarre, but real! *Armadillo Racing* is a game in which up to four players race armadillos around a selection of courses set in the steamy jungles of South America.

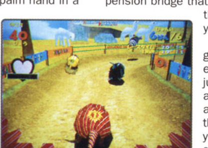
There are four player armadillos (red, green, blue and yellow), and a computer-controlled one too (purple). Niftily, each has its own uniquely patterned armour too! These critters face two types of race – the Obstacle Course with falling objects, jumping platforms and a suspension bridge. And a Sprint Course, a two-lap speed frenzy!



For the control method, it's return of the Track Ball! Anyone who's played the old *Sonic* coin-op will be familiar with this. Striking the ball with the palm hand in a forward slapping motion moves the armadillo in the same direction as the ball. The faster the ball turns the faster your armadillo runs!



There are loads of humorous touches. Throughout the entire race the poor little creatures huff and puff away. As they race along, little beads of sweat fly off them. In addition, as they run on the dirt sections of the track their little back legs kick up dust as well.





There are other animals wandering around the courses too. You need to keep an eye out for a large crocodile that comes out the water and rests on the track! If you fall off a platform into the water, you have to swim all the way to the opposite side and scramble over the bank. Fall off the suspension bridge that spans the giant chasm and you need the friendly vultures to swoop down, grab you and put you back on the track.

For players who finish playing a solo game with an excellent result you win entry to a bowling contest held in the jungle. We didn't get to see this contest at the show (too many people there for anyone to have a solo game), but from the pictures we've seen it appears that your armadillo actually roles up into the shape of a bowling ball!



ALPINE RACER 2™

System Super 22 board
100% complete / Japanese version

We first covered this in last year's JAMMA Show report when it was still under development. Now it's finished we can take another look at this excellent ski game.

The main feature of this sequel is that two players can now compete, in two game types. In Race Mode players ski freely on the field trying to out run each other. In the Time Trial Mode the players compete against the clock, pass through checkpoints.

There are two course types. The High Speed Course uses just the right level of difficulty and theatrical effects for players to enjoy the pleasure of skiing at rapid knots. In the Technical Course you dynamically ski along dangerous precipices, mountain roads or even down a city street. This is a very difficult course whose challenge the expert players can really enjoy.





A new feature added since last time is selectable characters. Depending on the type of skiing and your ability level, you can select from a basic skier, a technically precise Mogul or a Downhill Racer.







Considering the mass popularity of *Tekken 3* at the show and its imminent UK general release, we thought we'd expand our coverage of it, with profiles of the three new fighters and a complete combat relationship chart!!



HWOARANG

"Blood Talon"

As a student of Baek's gym, Hwoarang is a pure enthusiast of Tae Kwon Do. He is also the leader of a dishonest street fighting gang who gamble on who will win. At first they pretend to be really poor fighters, lulling the opposition into a false sense of security, so that they'll bet a lot of money. However, in the last fight Hwoarang himself participates and he defeats them all. Nobody knows what he spends the money on, but so far he has been able to maintain his undefeated record.

One day, a group of people from the Mishima financial empire came to his town. Thinking they might be easy victims, Hwoarang worked very smoothly as usual to trick them. However, this time it was Jin Kazama who stood in front of Hwoarang. The fight did not come to an end, and Hwoarang had to accept "a draw" for the first time.

Hwoarang went back to the gym hall and told his teacher, Baek, about this humiliating experience. He knew that Kazama had used Mishima-style karate and being unsatisfied with the result of the fight, Hwoarang strove to better himself However, before he could finish his training, his teacher, Baek was suddenly killed by the God of Fighting.

Hwoarang has decided to participate in the tournament in order to pursue the God of Fighting and also to prove that the draw with Kazuma must have been nothing more than a fluke.

Nationality : Korea
Fighting style : Tae Kwan Do
Age : 19
Height : 181cm
Weight : 68kg
Bloodtype : O
Occupation : Leader of a street-fighting gang.
Hobby : Yachting (he's an all round player of any kinds of sports)
Likes : Rock'n'roll and fist-fighting (fairly good at quarrels also)
Dislikes : Mishima-style Fighting Karate, Jin Kazama

EDDY GORDO

"Revenger in Prison"

Eddy comes from one of the richest families in Brazil. Famous in his home town for his diligence and gentle personality, he was raised to take over his father's business when his father retired. However, when Eddy was 19 he found his father smeared with blood and mortally injured. He'd been trying to annihilate the narcotics syndicate which was damaging his country. Just when he had enough information, the organisation attacked. He told Eddy with his last breath "Now is not the right time to fight. Take the blame for my death and hide in prison."

Eddy's life was completely reversed. From being a well-respected student in a rich family, to a common criminal. His life in the prison was hell. Thinking of his own helplessness, he could do nothing but weep every day, cursing the organisation that had murdered his father.

One day, during a prison riot, Eddy saw something strange, an old man with a great fighting power. Fascinated by this strange "power", Eddy asked the old man what technique it was. The answer was Capoeira. All Eddy could think about was to gain this "power", so he trained himself under the supervision of the old man every day.

Eddy has been in prison for 8 years now. He has mastered Capoeira and desires revenge on the organisation who killed his father.

When released, he heard about the Iron Fist Tournament. He decided to participate, thinking he could gain more "power" by utilising the powerful Mishima financial empire in order to revenge himself on his father's murderers.

Nationality : Brazil
Fighting style : Capoeira
Age : 27
Height : 188cm
Weight : 75kg
Bloodtype : B
Occupation : None
Hobby : Training to be a future leader
Likes : Power
Dislikes : Powerless







LING XIAOYU

"Chinese girl in high spirits"

A 16-year-old girl, she outshines adults with her excellent martial arts, but cos she's still a child, spends all her time playing. Her dream is to build the perfect amusement park in China when she grows up, but she doesn't know what to do about the money. According to "Grandpa" Wong Jin Lei, who is both her teacher as well as her distant relative, the Mishima financial empire in Japan seems to be very rich. Xiaoyu wanted to meet Heihachi Mishima, the president of this empire.

One day, while sightseeing in Hong Kong with her family, Xiaoyu saw the Mishima flag flying on a luxurious cruiser anchored in the harbour (Heihachi was in Hong Kong to ask Lei to the tournament.). She crept on board.

During the voyage to Japan, Xiaoyu was discovered and she scuffled with Mishima's men. On hearing the disturbance Heihachi rushed to the scene and saw his men lying there. Xiaoyu ran up to Heihachi and begged him to build her ideal amusement park in China. She even threatened him to act violently again if he turned down her request. Heihachi was so amused by this childish blackmailer that he laughed, promising her he'd build whatever amusement park she wanted if she won at the tournament.

Xiaoyu agreed. Heihachi, believing she wouldn't participate, feels a little embarrassed.

Catch Copy :
Nationality : China
Fighting style : Hakke Ken, Hike Ken, and various other Chinese martial arts
Age : 16
Height : 157cm
Weight : 42kg
Bloodtype : A
Occupation : 1st Grade in High school and in charge of taking care of pandas
Hobby : visiting amusement parks and theme parks all over the world, travelling
Likes : Chinese steamed buns, steamed shrimp dumplings, Peking duck.
Dislikes : Mathematics teachers

THE *TEKKEN 3* FOOD CHAIN!

The twisting, twining mash that is *Tekken 3*'s plot is probably quite fascinating if it wasn't so utterly confusing. So to clear up matters, and reveal who shot Nice Guy Eddy, here's a complete chart of everyone's relationships and motives!

King Jr wants to fight the God of Fighting to revenge King's death.

KING JNR.

King Jr was trained by Armour King.

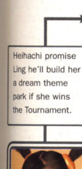
Forest Law is Marshall Law's son.

MARSHALL LAW

King Junior was raised in King's orphanage.

Lei is investigating the disap-pearences of top martial artists but he doesn't yet realise they are being killed by the God of Fighting.

Every 3 months Paul Phoenix visits Marshall Law's gym for sparring.



FOREST LAW

LEI WULONG

Armour King and King were old friends/rivals.

KING

ARMOUR KING

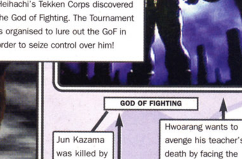
Paul convinces Forest Law to participate in the Tournament.

King was killed by the God of Fighting.

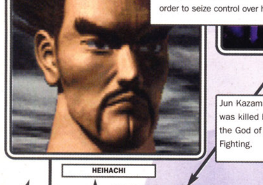
Lei Wulong is invited by Heihachi to enter the Tournament.

Paul Phoenix is invited by Heihachi to enter the Tournament.

PAUL PHOENIX



Yoshimitsu needs to fight the GoF to get its blood for Boskonovitch.



Heihachi's Tekken Corps discovered the God of Fighting. The Tournament is organised to lure out the GoF in order to seize control over him!

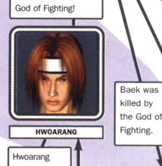
Heihachi promise Ling he'll build her a dream theme park if she wins the Tournament.



GOD OF FIGHTING

Hwoarang wants to avenge his teacher's death by facing the God of Fighting!

Jun Kazama was killed by the God of Fighting.



HEIHACHI

YOSHIMITSU

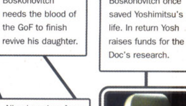


LING XIAOYU

Baek was killed by the God of Fighting.

Boskonovitch needs the blood of the GoF to finish revive his daughter.

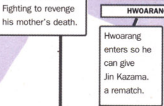
Boskonovitch once saved Yoshimitsu's life. In return Yosh raises funds for the Doc's research.



Jin Kazama wants to fight the God of Fighting to revenge his mother's death.

HWOARANG

JUN KAZAMA

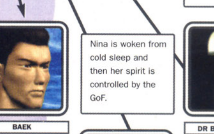


Eddy Gordo wants to enter the Tournament so that he can try to gain control of the Mishima financial empire.

Hwoarang enters so he can give Jin Kazama. a rematch.

Jin Kazama was raised by his mother, Jun Kazama.





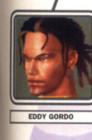
Nina is woken from cold sleep and then her spirit is controlled by the GoF.

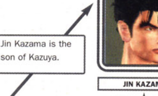
Jin is being trained by Heihachi, who is his grandfather.

Hwoarang was a student of Baek and trained at his gym hall.

BAEK

DR BOSKONOVITCH





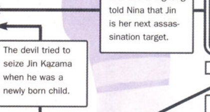


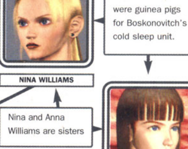
Heihachi killed his son, Kazuya, in a violent fight.

Jin Kazama is the son of Kazuya.

The God of Fighting told Nina that Jin is her next assas-sination target.

Nina and Anna were guinea pigs for Boskonovitch's cold sleep unit.





EDDY GORDO

The devil tried to seize Jin Kazama when he was a newly born child.

JIN KAZAMA

NINA WILLIAMS

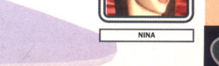
Nina and Anna Williams are sisters





Kazuya had a pact with the devil.

At the last Tournament Nina Williams was ordered to assas-sinate Kazuya.



KAZUYA

DEVIL

NINA



NEW GAMES





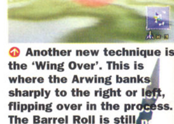




Star Wars has the name, but *Star Fox* could be the game which makes all sci-fi shoot 'em up fans go wild. Trip into hyperspace on these cool shots and info!

STARFOX 64

Another title hoped to redefine the boundaries of what N64 can do. Once more the analogue '3D' stick is employed to enhance the experience – this time offering advanced control over the classic Arwing fighters. An added bonus is the vibrating 'Jolt' pack, which fits inside the controller – each time the Arwing takes a hit, the player does too! Star Fox McCloud renews his struggle against his nemesis Andross (aka Andolf), accompanied by Slippy Frog, Falco Bird, and Peppy Rabbit. Cute characters in situations that require amazing skill to survive. This time players must learn to control a tank, as well as the Arwing. As with the original Super NES game there are different routes to take through the galaxy, affecting difficulty and type of world. To top it all off there's also a competitive multi-player mode, accommodating up to four players.



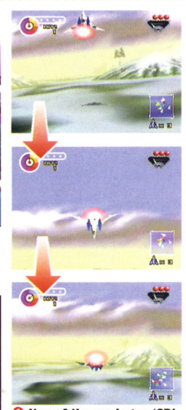
Another new technique is the 'Wing Over'. This is where the Arwing banks sharply to the right or left, flipping over in the process. The Barrel Roll is still possible too!



Dialogue from the wingmen is more crucial in *Star Fox 64*. Your team now offer valuable information about the mission, and you pay heavier penalties for losing one of them in battle.



Some stages allow for full 360° movement within the battle field. In the original *Star Fox* players where always restricted to a 'corridor' game environment.



Use of the analogue '3D' stick has enabled brilliant new stunts to take place. Star Fox can now loop the loop – something which was impossible in the original game.



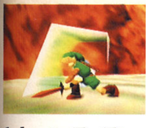
The Jolt Pack should make a big difference to the tank stages – all that rumbling!

The best pilot wins in the multi-player games. There is a full 360° area to exploit.

MAY THE FOX BE WITH YOU!

Star Fox 64 goes in sale in Japan at the end of April. Soon as we can get playing on a copy we will bring you the definitive independent view of how it plays. Of course we're as excited as heck at the prospect!



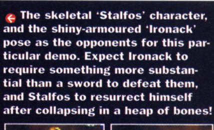





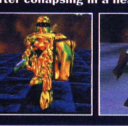
A Link To The Past: Zelda IV was one of the very early Super NES games, and remains a classic to this day. The stunning sequel is nearer than ever!

ZELDA 64

Rumours abound, but we're living in hope that *Zelda 64* will be one of the very first 64DD games (Nintendo's mass-storage N64 add-on). If Nintendo can reinvent the world of Princess Zelda and the hero Link the same way as they did the Mario universe we're headed for gaming nirvana later this year! Actually we're still concerned with the mythical world of Hyrule, governed as ever by the divine power of the Triforce. The pictures you see here are taken from a game still very much in the development stage. *Zelda 64* looks incredible already, but remember how much was improved in *Mario 64*. So for another indeterminable period, we're waiting on Nintendo to update us with more information and advanced screen shots. Meanwhile let's examine what we have so far.

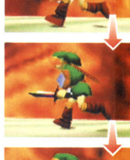



The skeletal 'Stalfos' character, and the shiny-armoured 'Ironack' pose as the opponents for this particular demo. Expect Ironack to require something more substantial than a sword to defeat them, and Stalfos to resurrect himself after collapsing in a heap of bones!



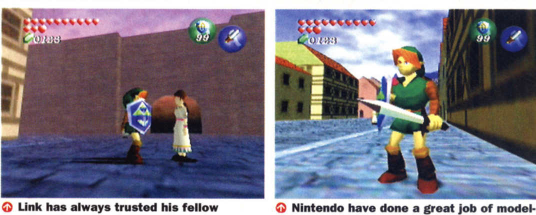









Link appears to have a similar range of movement to Mario in *Mario 64*, thanks to the precise control of the analogue '3D' stick.



Link has always trusted his fellow Hyrulians to gather information.

Nintendo have done a great job of modelling Link in 3D. Check this cool front and back view – incredible detail!



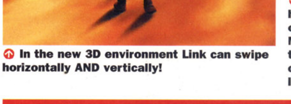

With *Zelda 64*, players will be able to walk around the colourful world of Hyrule as though they were really there! Creating these villages must have required a lot of imagination and hard work on Nintendo's behalf. The results are brilliant though.

In the new 3D environment Link can swipe horizontally AND vertically!

Nintendo have created a breathtaking atmosphere already, using dramatic lighting and superb attention to detail.



Solving the problem of how to open doors is common ground for Link.



GAGGING FOR FIRST SHOTS OF GANON!

You think this month's selection is impressive? Just bear in mind that we have only seen minor enemies and fairly standard locations. How much more amazing will it be when we finally see enchanted forests, castles, and the evil Ganon?! More on *Zelda 64* soon – we hope!

NEW GAMES



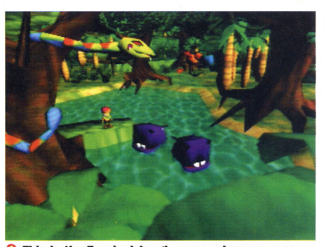




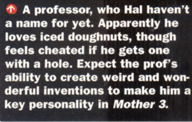
Words cannot do the buzz of *Mother 2* justice. But we'll try: It's an RPG that has the affect of downing three cans of Coke and four Fuse bars in less than a minute, over and over for around 40 hours. Here comes the jumped-up sequel!

MOTHER 3

It comes to something when even the reference notes handed out to CVG by Nintendo are as crazy and off-the-wall as the RPG they describe. But this has probably more to do with the lively character of developers, Hal Laboratory, than anything else. Hal's games are pure confectionery, best illustrated by one of their flagship characters *Kirby*. The difference between *Kirby* and characters in the Mother series is that Kirby is perhaps too sickly sweet. In Mother games there is a certain dark mystery to everything – a kind of sardonic humour delivered with all the innocence of classic Charlie Brown/Lucy confrontations. Everyone who features in the game has a practised weirdness about them, but underneath there are noble hearts united for the defeat of evil. In *Mother 2* evil visits the hero's hometown as Gygas – one intergalactic total bad mother-funster! Incidentally the hero gets to hear the prophecy of his grand future from a telepathic housefly, moments before its tragic death. Awesome. Enlightened players – anyone who ever played *Mother 2* (aka *Earthbound* in the US) – have lots to anticipate in a 64-bit 64DD follow up.



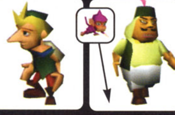
This is the Tropical Jungle area, where you can see two creatures called Shipopo poking their heads out of the swamp. When game development is over, Hal intend 'Colourful Snake' to make the sound of maracas.



A professor, who Hal haven't a name for yet. Apparently he loves iced doughnuts, though feels cheated if he gets one with a hole. Expect the prof's ability to create weird and wonderful inventions to make him a key personality in *Mother 3*.

INTRODUCING THE NEW HEROES

Players eventually control a variety of characters in *Mother 2*, understanding their individual scenarios before settling back with the main character. Here are the new playable characters who have major roles.







DUSTER | THE MYSTERIOUS PEDDLER AND SARUSA | RYUKA

Though we don't know full details, we're told that Duster works the night shift. Instead of coffee for breakfast he takes a cocktail down at the Chichibu club, no doubt looking for clues while he's there. An old man named Wess is Duster's mentor.

With his sidekick monkey Sarusa, the Mysterious Peddler travels about the place trying to sell people...something. Hal haven't told us what just yet!

Born and raised in the Tazmily village to a well respected mother and father. Ryuka also has an elder brother, in case you were wondering. As Ryuka loves animals he often goes out into the forest to spot them, which leads him into all kinds of trouble.

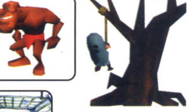


This waitress is employed at the 'Chichibu' club. She doesn't help you out much unless you give her a good tip. Only then is she likely to pass on some secret information...





TAZMILY VILLAGE



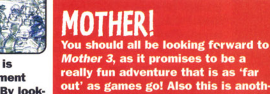
Soldiers in *Mother 3* have alternative names for ranks, which Hal go into some detail explaining. This guy is a Buhii, which means Sergeant. Immediately below him there is the Buhei. Below that is the Buu. Told you this was weird.

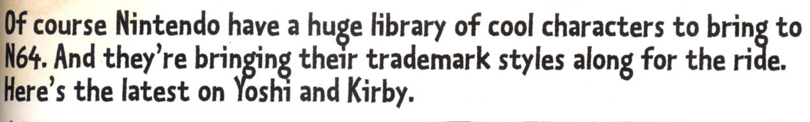


Art Director for *Mother 3* is Ashura Itoh, whose development sketches you can see here. By looking at the odd-looking man and the vehicles, you can see how much character is emphasised before the transition to video game.

MOTHER!

You should all be looking forward to *Mother 3*, as it promises to be a really fun adventure that is as 'far out' as games go! Also this is another title to make use of the 64DD for N64. Should compete directly with *FFVII* – albeit on a different plane.





Of course Nintendo have a huge library of cool characters to bring to N64. And they're bringing their trademark styles along for the ride. Here's the latest on Yoshi and Kirby.



YOSHI ISLAND

The brilliant Super NES game looks hand drawn. On N64 Nintendo have developed a 'hand-made' style for *Yoshi Island*. We're especially hoping that Shigeru Miyamoto and his team have concentrated on some classy gameplay routines, as well as a great new look. If this doesn't supersede *Super Mario World*, in terms of gameplay innovation there'll be a lot of disappointed people here.

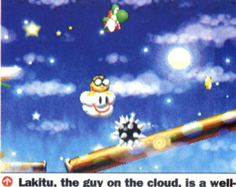


In the recent *Donkey Kong* series for the Super NES, the scenery is pseudo 3D – you can see the top and bottom of objects depending on where *DK* is positioned. We're not certain, but it's a possibility that *Yoshi Island 64* uses a similar effect.

Another cool feature of the Mario series was in *Mario 3*, in which the plumber could sneak behind the scenery. Perhaps Nintendo considered this for *Yoshi Island 64*.



Something we always craved on the 16-bit Nintendo was more, bigger, and very detailed sprites, Looks as though N64 has no problem responding to this.



Lakitu, the guy on the cloud, is a well-known character in the Super Mario universe. In *Super Mario World* players could hijack his cloud. Wonder if Yoshi can?

KIRBY ISLAND

Another of Hal Laboratories '2nd Party' projects for Nintendo. *Kirby Island*, *Kirby's AirRide*... this title has been renamed and set back many times since first appearing at Shoshinkai in November 95. The latest news is that the game is to encapsulate a Theme Park feel, in which Kirby has the opportunity to make the most of 64-bit freedom. The analogue stick is once again highlighted as the means to an incredible end. Our experience so far has been numerous clips of Kirby 'Air Boarding' down brightly coloured slopes, and a four-player game where Kirby adopts the form of a ball to join three others trying to knock each other out of a bowl. The latter was evidently just a quick demo intended for Shoshinkai that year. Anyhow these are the latest shots – just two. Get a move on Kirby!



A close up of Kirby, who now wears a baseball cap backwards. We guess he's performing some kind of stunt here.

Some kind of breathtaking view of Kirby's home planet, Dream Land. Scooting down this slope at speed should be a rush.



NEW GAMES

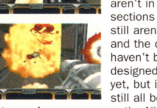
A slightly new look for New Games this month, starting off with the WORLD EXCLUSIVE first ever screenshots of *Duke Nukem 3D* on the Nintendo 64! As with every month, this section is packed with the latest pictures of the hottest games on the way!

STOP PRESS! WORLD EXCLUSIVE PLAYTEST AND PICTURES!

30% COMPLETE · NINTENDO 64 · CORRIDOR · BY LOBOTOMY · AUTUMN 97 RELEASE · 1 PLAYER

DUKE NUKEM 3D 64

Even though at the time of writing it hasn't been confirmed that *Duke Nukem 3D* is coming out on Nintendo 64, we've played it! Lobotomy have been working on it for only a few weeks, though they've already ported over most of the levels from the PC game! There's still loads of work to do though, as the backdrops and enemies aren't in place, sections of levels still aren't built, and the controls haven't been designed properly yet, but it should still all be finished in time for release in early Autumn. As you can see, the Nintendo 64's anti-aliasing effects round off all of the textures, plus the frame rate is already extremely smooth. Hopefully we'll have a more finished version of the game soon so that we can do a full feature in a forthcoming issue!









70% COMPLETE · PC CD ROM · CORRIDOR · BY LUCASARTS · SEPTEMBER 97 RELEASE · 1-8 PLAYERS

JEDI KNIGHT: DARK FORCES 2



Kyle Katarn is a Jedi!

Last month's Star Wars feature showed you some of the first pictures of *Jedi Knight*, the follow-up to the fantastic *Dark Forces*. This month we've got some more pictures which we just felt we had to share with you! As you can tell, it uses a similar game engine to *Quake*'s, giving the designers more scope for creating fantastic levels. Also, we can now see how the cut-scenes are going to look with real actors and rendered sequences featuring all-new characters! And, as the main character Kyle Katarn is now a Jedi, you get to use a lightsaber and a selection of fantastic Force powers!









60% COMPLETE · SEGA SATURN · CORRIDOR · BY LOBOTOMY · SUMMER 97 RELEASE · 1-2 PLAYERS

DUKE NUKEM 3D



Duke Nukem 3D on the Saturn is coming on amazingly well. So far only a few levels are complete, but having played them ourselves we can confirm that it's going to be brilliant! The basic game engine is the same as *Exhumed*'s, meaning that it runs incredibly quickly and smoothly, with loads of new coloured lighting effects not in the PC version! Now, when you fire a rocket it lights up the floor and walls around it with an orange glow, and enemies firing from dark areas cause flashes of light! The levels which are in place at the moment look identical to those on the PC and run as well as they would on a high-powered Pentium! Lobotomy are currently putting the rest of the levels in place and touching up on the game engine, so *Duke* is still on-course for a Summer release. And what a release it's going to be!

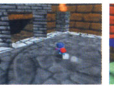




50% COMPLETE · NINTENDO 64 · ACTION · BY NIHON SYSTEM SUPPLY · SEPTEMBER 97 RELEASE · 1-4 PLAYERS

CHAMELEON TWIST

Chameleon Twist is a 3D platform action game similar to *Mario 64*, but instead of jumping on enemies heads, the main character uses his long tongue! He can fire it out to get rid of enemies, or he can suck them into his mouth then fire them back out at other bad guys! His tongue can also be used to pole vault over objects or swing from pieces of scenery. As well as the usual one-player story mode there is a battle mode where up to four players take each other on in a head-to-head tongue fight! An early version was shown at the last Shoshinkai show, and hopefully we'll have more on it soon.







25% COMPLETE · NINTENDO 64 · PlayStation · FIGHTING · BY INTERPLAY · SUMMER 97 RELEASE · 1-2 PLAYERS

CLAYFIGHTER EXTREME



Some games just don't know when to die. There we were, thinking we'd seen the last of *Clayfighter*, only for it to return on the N64 and PlayStation. Are we excited? The old SNES and Mega Drive versions were noted for being fun to play but weak in the long term appeal. Whether *Extreme* suffers a similar fate we'll have to wait and see. For the third coming, Interplay have included ten new plasticine fighters. Including; Sumo Santa, Kong Pow, Hobocop and the return of Boogerman! Another new feature is that there are breakthrough sections on each stage much like in *MK* or *X-Men: COTE*, where the fighters can break into previously unseen sections of the level. At the moment *Clayfighter Extreme* looks pretty gorgeous, and hopefully there will be something to play too.



60% COMPLETE | SEGA SATURN | HORROR | BY CAPCOM | SUMMER 97 RELEASE | 1 PLAYER

RESIDENT EVIL

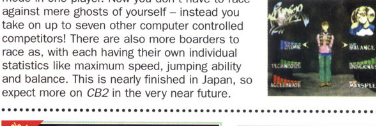


Saturn owners can now comfortably walk about with smug grins across their faces, as the game that made the PlayStation finally hits Sega's wonder.
The rumours have been flying around as to the quality of the title, so let CVG clear everything up for you. When the programmers finished the PlayStation version of *Resident Evil*, they still had lots of ideas that were unfortunately left out. That's where they came up with the idea to release an enhanced version for Sony's machine, but that was canned at a later date. The good news for all of the Saturn owners is that it's been reincarnated for their version, complete with all added extras meaning it will be superior in every way! Quite how these tweaks will affect the game in general are unclear as no firm details have been released, but we do know that the gameplay has benefited in hindsight, and also small plot changes are to be implicated. This could be one of the titles that gets the Saturn back on track, so we'll be covering this in a lot more detail.



70% COMPLETE | NINTENDO 64 | SNOW BOARDING | BY UEP SYSTEMS | SUMMER 97 RELEASE | 1-2 PLAYERS ?

COOL BOARDERS 2: KILLING SESSION



Vertical split screen!

"You're way past cool", could be heard roaring out of PlayStations across the country when *Cool Boarders* was released here a couple of months ago.
Now all those who want to seek the finest powder without moving from the comfort of their own homes can rejoice as the first shots of the sequel emerge. The first and most important thing about this game is that it has finally got the two-player mode which was sadly lacking from the first game. Also added is a championship mode in one player. Now you don't have to race against mere ghosts of yourself – instead you take on up to seven other computer controlled competitors! There are also more boarders to race as, with each having their own individual statistics like maximum speed, jumping ability and balance. This is nearly finished in Japan, so expect more on *CB2* in the very near future.

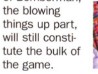


95% COMPLETE | NINTENDO 64 | PUZZLE/ACTION | BY HUDSONSOFT | AUTUMN 97 RELEASE | 4 PLAYERS ?

BAKU BOMBERMAN



Early development shots for Bomberman 64 have now been released and what a surprise they gave for everybody concerned!
Those who were expecting the tried and tested formula of all the others will be disappointed, as Baku Bomberman – Baku meaning explode – has scrapped the rather confined 2D maze look, in favour of a Mario styled 3D rotational affair. As you can imagine, other details are sketchy, but the main premise of Bomberman, the blowing things up part, will still constitute the bulk of the game.



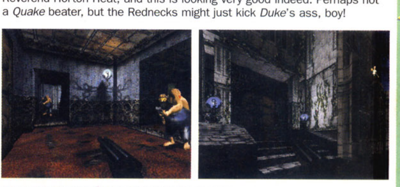


80% COMPLETE | PC CD ROM | 3D SHOOTER | BY INTERPLAY | MAY RELEASE | 1-8 PLAYERS

REDNECK RAMPAGE



Created using the *Duke Nukem 3D* BUILD engine, *Redneck Rampage* is a first-person 3D shoot 'em up set in the Deep South.
Yeah, *Duke Nukem 3D* goes hillbilly! The game sees you on a mission to win back your prize winning pig, Bessie, the only trouble being that darn aliens have kidnapped her! Plus they've cloned the locals, adding them to the minions out to stop you! Battle your way through the 14 levels with an assortment of nine weapons, including a crowbar, dynamite, bear traps, a ripsaw gun and an alien arm gun. Add music from Mojo Nixon and The Reverend Horton Heat, and this is looking very good indeed. Perhaps not a *Quake* beater, but the Rednecks might just kick *Duke*'s ass, boy!



75% COMPLETE | SEGA SATURN | PLATFORM | BY TREASURE | SUMMER 97 RELEASE | 1-2 PLAYERS

SILHOUETTE MIRAGE



Treasure, creators of *Gunstar Heroes* and *Dynamite Headdy* on Mega Drive as well as *Guardian Heroes* on the Saturn have finally released screenshots of their next Saturn platform adventure.
The main character, Shaina uses both Silhouette and Mirage magic attacks in what appears to be a platform game in the usual Treasure style. The graphics look very similar to *Gunstar Heroes*, and no doubt it will play very much like Treasure's other games. Some *real* information soon.













***Silhouette Mirage* already looks great! Just what Treasure fans wanted!**

95% COMPLETE | PlayStation | PC CD ROM | RACING | BY EA | MAY RELEASE | 1-2 PLAYERS

NEED FOR SPEED 2



A sequel to the sadly dated original, which hopes to bring those speed thrills back with an improved game engine, more variety in the cars and courses plus a split-screen two-player mode.
Of course the crashes that made the original so much fun are still here, and also improved. Plus niggling nuances in the original have been removed, such as the ability not to cut corners. We'll have to wait and see whether *Need For Speed 2* manages to catch up with the PlayStation's other awesome racers soon.







BEAVIS AND BUTT-HEAD DO AMERICA

HEY, THAT PAUL DAVIES DWEEB. HE REALLY LOOKS LIKE A BIG CASHEW NUT. HEH-HEH-HEH.

HUR-HUR. YEH, WHAT A FARTKNOCKER. AND THAT ED LOMAS? HE'S A WEASEL. A PANT WEASEL. HUR-HUR-HUR...

Among the big-screen blockbuster movies coming this summer, there's gonna be one childishly drawn cartoon featuring two ugly kids who laugh at rude words. How can that possibly entertain us? "Hur-hur, he said anus..."

It had to happen eventually, Beavis and Butt-Head on the big screen! Cool. But how can you translate a series of five-minute MTV cartoons into a full-blown feature film? With great success is the answer, as Beavis and Butt-Head Do America!

Considering the two obnoxious geekoids in question rarely leave their front-room where they sit sneering at music videos on telly, the odds of them travelling the States would seem pretty narrow. However, as Beavis and Butt-Head's creator and director, Mike Judge (who also does both their voices) explains, "When we anticipated the chance there'd be a movie at some point, there were things we saved. We always felt it was inevitable someone would steal their TV, which is the worst thing that could happen to these guys, so we saved that as a jumping off point for the movie."

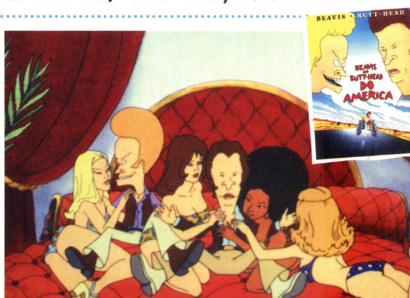
Going in search of their precious TV, B&B soon wreak havoc! Starting with an offer of $10,000 from a crook if they fly to Las vega to 'do' his ex-wife, they get the wrong end of the stick and eagerly accept. From here they get involved in the theft of a deadly chemical weapon, become America's public enemy no.1and put the FBI on their trail!



"The film is really a road movie," says Judge, "Beavis and Butt-Head's TV is stolen and, boom, you're off on an adventure. I was so influenced by old Peter Sellers movies, the Pink Panther movie 'A Shot in the Dark', Abbott and Costello, Woody Allen's 'Take the Money and Run...'' In some of the the film's many brilliant scenes, the two halfwitted metalheads send an aeroplane out of control, wipe out the Hoover Dam, have an audience with President Clinton and, finally, meet their dads. Or is that dad?

Of course, a Beavis and Butt-Head film needs a cool soundtrack. Cue music from The Red Hot Chilli Peppers, White Zombie, Ozzy Osbourne, LL Cool J, No Doubt, Rancid, Southern Culture On The Skids, AC/DC and Englebert Humperdink. Plus, in a brilliant homage to Starsky and Hutch, the opening titles feature a rearranged version of the Beavis and Butthead theme by Isaac Hayes and the original 'Shaft' band.

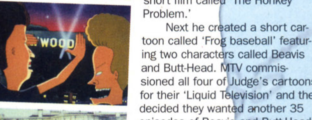
We reckon Beavis and Butthead Do America is excellent. And so does Mike Judge unsurprisingly. "I'm very proud of the film. It's damn funny," he says. "We've made the kind of movie that makes you feel good for a day or two just thinking about it." Heh-heh, he said tit. Heh-heh-heh, tit..."



THE UNHOLY BIRTH OF BEAVIS AND BUTT-HEAD!

Mike Judge first came up with Beavis and Butt-Head in 1991, as a natural progression from his role as a Maths graduate.

Following a visit to an 'Animation Celebration' in Dallas, he became obsessed with making a cartoon. The next day he went to the library, got a book on animation, purchased an old Bolex movie camera and made a two-minute film called 'Office Space' about a disgruntled office worker called Milton. He followed this with another film called 'Huh?' featuring a fat dumb guy watching a health food commercial on telly. Both these he sent out to TV shows and within months he had licensed Office Space to Comedy Central and Huh? to the Sick and Twisted Festival of Animation, together with a new short film called 'The Honkey Problem.'



Next he created a short cartoon called 'Frog baseball' featuring two characters called Beavis and Butt-Head. MTV commissioned all four of Judge's cartoons for their 'Liquid Television' and then decided they wanted another 35 episodes of Beavis and Butt-Head!



The first Beavis and Butt-Head show debuted on MTV on March 8, 1993. Since then, 180 episodes have been made and the show broadcasts to 71 territories around the world. Not bad for a pair of thick dillweeds who suck.



the thermals can keep you UP all night

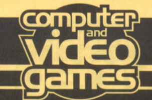
Remember that recurring dream where you can fly? Pilotwings 64 sets you free to navigate the great wide open. Full-motion 360° control enables you to fly any one of several aircraft in a 3 dimensional environment. So you can veer your Gyrocopter under a bridge on a search and destroy. Fire the Z button of your Rocket Belt to avoid being crushed against Mount Rushmore. Or float silently in your hang glider, looking for the next thermal that will keep you aloft. The astonishing 64 bit power of the N64. It will definitely keep you up at night.

PILOTWINGS 64

NINTENDO64



The Computer and Video Games FREE Pull-out Guide



May 1997

FREEPLAY

Issue 13

RED-HOT RUMOUR SPECIAL!

64-BIT SEGA CONSOLE SET FOR 1998 RELEASE?

The latest piece of hot gaming gossip currently circulating is that Sega are in the advanced stages of developing a new home games machine, dubbed the Black Belt.

Rumours claim the CD-based machine's internal architecture utilises the PowerVR chipset. This powerful graphics accelerator, developed by NEC and Videologic is capable of generating around 1,000 000 polygons per second – per chip! Power VR chips can be 'stacked' together, increasing their potency. Two chips, for example, can handle two million polygons!

All kinds of other graphical features are also built in, such as anti-aliasing (blurring close-up objects as seen in N64 games), Z-buffering (speeding up processing by calculating only visible polygons), and alpha-channeling (advanced transparency techniques).

All are features the Saturn is not capable of.

It's known that NEC have spoken to Sega before about using PowerVR in future systems. However this news, if true, comes as quite a surprise. It has generally been thought that Namco would use PowerVR, following a demonstration of *Rave Racer* using the chipset. Original rumours that it would be used in arcade *Tekken 3* proved unfounded, however the idea that Sony would use it in a PlayStation upgrade (in conjuction with PS *Tekken 3*) has been touted.

How many Power VR chips the machine will contain, has not been mentioned. However, the PCX2 chip (the latest version) is extremely cheap for manufacturers, at around $30 (US) each, for 10,000.

Another hotly-tipped contributor to this 64-bit console is Microsoft, currently developing their own Arcade Operating System. AM2's chief, Yu Suzuki, is said to have visited their Seattle headquarters last year to check it out. If this system was used, its development tools would make it far easier for programmers to utilise the new hardware. Converting arcade software (using the same operating system) would also prove simpler.

Rounding off the rumours is word that the 64-bit main processor will be based on a Power PC variation. It's claimed developers could receive programming kits as soon as this Christmas, with the machine possibly set for a Christmas '98 release. Games said to be under development are a basketball and soccer title, and *Virtua Fighter 3*.

Both Videologic and Sega are aware of the story, but say they have no information on such a machine. Certainly its existence would prove damaging for the Saturn. And with many Japanese developers announcing future Saturn titles, it seems unlikely any new Sega machine would surface before 1999. Sega's official statement is this. "Sega is always working on new hardware and evaluating new technology, but we deny current rumours because this is inaccurate information. I'm sorry but I can't tell you anything about our future plans at this time."

ARTIST'S IMPRESSION

£££ CONSOLE PRICE SHAKEDOWN! £££

• PLAYSTATION ONLY £129

As you should know if you're remotely interested in all things game-related, the PlayStation is now only £129 for the standalone machine, with its 'Platinum' range of games, priced at £19.99, currently taking the charts by storm (see Freeplay page 3). This price drop has sparked a bit of bargain console boom. But before you think we've got it better than ever, perhaps you'd better take a look at some of these continental prices.

• SATURN ACTION PACK £169

In retaliation to Sony's price drop, Sega have dropped their new bundle pack to £169. You get *Sega Rally* and *Worldwide Soccer* included. However, some retailers are putting their own game combos in the Action Pack. Sega are also releasing a *Manx TT* bundle pack for the same price.

• PLAYSTATION ONLY $150 IN US!

£129 might seem like a good price for the PlayStation over here, but in America you can pick up one for $150. That translates to around £94 over here. If that makes you sick, then get this...

• NINTENDO 64 ONLY $150 IN US!

Yep, following the huge success of the N64 in The States (it is the biggest selling machine over there), the machine has already dropped in price to the equivalent of under £100 in America. If only we could get those kind of prices here in Europe eh? Well...

• N64 £100 CHEAPER IN GERMANY!

It's true. The Nintendo 64 is available for around 400 Marks in Germany. That's the equivalent of around £150. What's more Germany use the PAL TV system just like us. So if you want a PAL N64 for £100 cheaper, head for Germany!

• MEANWHILE IN JAPAN...

If you shop around in Tokyo gamestores, you can pick up a Nintendo 64 for around £85 now.

UNIVERSALLY COMPATIBLE N64S

The official PAL/ NTSC compatible N64 does exist. It seems they were made because some Asian countries support NTSC and some support PAL. It's known as the ASIAN 2 and so far we can only confirm its appearance in Singapore. If we manage to locate a supply of them, we'll tell you.

READERS MOST WANTED CHART

With N64 now released, you're all back to normal again, wanting *Tekken 3* and *Virtua Fighter 3*.

1	TEKKEN 3	ARC AND PS
2	VF3 + ADD-ON	SATURN
3	RESIDENT EVIL 2	PLAYSTATION
4	X-MEN V STREET FIGHTER	SATURN
5	MARIO KART 64	NINTENDO 64
6	TIME CRISIS	PLAYSTATION
7	FIGHTERS MEGAMIX	SATURN
8	NiGHTS SEQUEL	SATURN
9	SCUD RACE	SATURN
10	QUAKE	SAT, PS,N64

Among your other moronic suggestions were *Street Fighter VS Mortal Kombat*, *FIFA Beach Football*, *Embasy World Darts* (grief), X-Ray glasses and girls (hahahahahahahaha. sigh), CVG: The TV Show (shucks), Yasmine Bleeth (nah, she's past it) and, most cryptic of all, Sega to raise their game. Hmm.

Keep theM coming in with all your mail, or it doesn't get considered at all.

Contents



computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**MARIO 64**	**NINTENDO 64**	**NINTENDO**
2	NE	TUROK: DINOSAUR HUNTER	NINTENDO 64	ACCLAIM
3	2	SHADOWS OF THE EMPIRE	NINTENDO 64	NINTENDO
4	NE	MAGIC: THE GATHERING	PC CD-ROM	MICROPROSE
5	NE	DESTRUCTION DERBY: PLATINUM	PLAYSTATION	SONY
6	3	PILOTWINGS 64	NINTENDO 64	NINTENDO
7	6	DESTRUCTION DERBY 2	PLAYSTATION	SONY
8	4	COOL BOARDERS	PLAYSTATION	SONY
9	13	SCOURGE OF ARMAGON	PC CD-ROM	ACTIVISION
10	NE	WIPEOUT: PLATINUM	PLAYSTATION	SONY
11	7	TOMB RAIDER	PLAYSTATION	EIDOS
12	NE	AIR COMBAT: PLATINUM	PLAYSTATION	SONY
13	8	C&C: RED ALERT	PC CD-ROM	VIRGIN
14	NE	TEKKEN: PLATINUM	PLAYSTATION	SONY
15	NE	DIE HARD TRILOGY	SATURN	EA
16	11	CHAMP. MAN 2: DOUBLE PACK	PC CD-ROM	EIDOS
17	16	BROKEN SWORD	PLAYSTATION	SONY
18	10	TOMB RAIDER	PC CD-ROM	EIDOS
19	9	DIE HARD TRILOGY	PLAYSTATION	EA
20	15	DIABLO	PC CD-ROM	ZABLAC

JAPANESE MULTI-FORMAT SALES TOP 10

1	**FINAL FANTASY VII**	**PLAYSTATION**
2	POCKET MONSTERS	GAME BOY
3	CHORO Q 2	PLAYSTATION
4	IQ: INTELLIGENT CUBE	PLAYSTATION
5	BLACK BASS FISHING	SNES
6	PUYO PUYO SUN	SATURN
7	ASSAULT SUIT LEYNOS 2	SATURN
8	SEGA AGES	SATURN
9	TOMB RAIDER	PLAYSTATION
10	PARAPPA THE RAPPER	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**NBA HANGTIME**	**NINTENDO 64**
2	SUPER MARIO 64	NINTENDO 64
3	TOMB RAIDER	PLAYSTATION
4	SHADOWS OF THE EMPIRE	NINTENDO 64
5	NBA LIVE '97	PLAYSTATION
6	SUIKODEN	PLAYSTATION
7	VIRTUAL POOL	PLAYSTATION
8	GRETZKY 3D HOCKEY	NINTENDO 64
9	CRUISIN' USA	NINTENDO 64
10	REBEL ASSAULT 2	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	**MICRO MACHINES V3**	**PLAYSTATION**
2	FIGHTERS MEGAMIX	SATURN
3	J-LEAGUE PERFECT STRIKER	NINTENDO 64
4	QUAKE	PC CD-ROM
5	SOUL BLADE	PLAYSTATION



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

DON'T MISTAKE THESE FOR OFFICIAL CHARTS. THESE ARE OUR RECOMMENDATIONS FOR THE CURRENT PICK OF THE CROP.

SATURN U.K. TOP 5

1 BOMBERMAN	SEGA
2 MANX TT	SEGA
3 MASS DESTRUCTION	SEGA
4 DIE HARD ARCADE	SEGA
5 HEXEN	GT

SATURN IMPORT TOP 5

1 FIGHTERS MEGAMIX	SEGA
2 VICTORY GOAL '97	SEGA
3 ZAP! SNOWBOARDING TRIX	TV TOKYO
4 ELEVATOR ACTION	TAITO
5 SEGA AGES FANTASY ZONE	SEGA

PLAYSTATION U.K. TOP 5

1 MICRO MACHINES V3	CODE-MASTERS
2 RAGE RACER	SONY
3 ISS PRO	KONAMI
4 SOUL BLADE	SONY
5 SUIKODEN	KONAMI

PLAYSTATION IMPORT TOP 5

1 FINAL FANTASY VII	SQUARE
2 BUSHIDO BLADE	SQUARE
3 FINAL FANTASY 4	SQUARE
4 HEAVENS GATE	ATLUS
5 CHORO Q 2	SONY

PC TOP 5

1 QUAKE MISSION PACK 1	ACTIVISION
2 COUNTERSTRIKE (RED ALERT)	VIRGIN
3 MDK	INTERPLAY
4 THEME HOSPITAL	EA
5 NEED FOR SPEED 2	EA

NINTENDO 64 TOP 5

1 TUROK: DINOSAUR HUNTER	ACCLAIM
2 SUPER MARIO 64	THE GAMES
3 WAVE RACE 64	THE GAMES
4 SHADOWS OF THE EMPIRE	THE GAMES
5 PILOTWINGS 64	THE GAMES

MEGA DRIVE TOP 3

1 SONIC 3D	SEGA
2 WILLIAM'S ARCADE CLASSICS	SEGA
3 ALTERED BEAST	SEGA

SUPER NES TOP 3

1 DONKEY KONG 3	THE
2 TETRIS ATTACK	THE
3 TERRANIGMA	THE

ARCADE TOP 5

1 ARMADILLO RACERS	NAMCO
2 TEKKEN 3	NAMCO
3 STREET FIGHTER 3	CAPCOM
4 DEAD OR ALIVE	TECMO
5 VIRTUA FIGHTER 3	AM2

CVG'S 15 FAVOURITE STAR WARS CHARACTERS

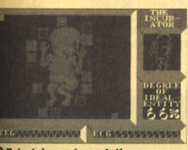
1	CHARRED UNCLE OWEN AND AUNT BERU
2	HAN SOLO IN BESPIN GEAR
3	LEIA IN SLAVE GIRL OUTFIT
4	SARLACC PIT (NON-SPECIAL EDITION)
5	CHEWBACCA'S BANDOLIER
6	BABBLING YODA BACKPACK IN 'EMPIRE'.
7	C3PO BUNGING JAWAS ON BONFIRE
8	LOBOT WHEN HE POINTS TO GUARDS
9	MR BRONSON AKA ADMIRAL OZZEL
10	CANTINA BAND (JAZZ FUNKMEISTERS)
11	THOSE TWIGLET LEGS IN MOS EISLEY
12	ROBOT WITH LIP FLAP IN JABBA'S PAD
13	CYLON FROM A-TEAM INTRO SEQUENCE
14	DIANOGA IN THE TRASH COMPACTOR
15	ACKBAR'S MATES WITH WOBBLY FINGERS

VIDEO GAMING

Dave Kelsall's
Retro Computer Cabin

This month the MicroGoblin takes a quick look at a couple of speccy classics, a well deserved peek at some of the best old Vic games and coughs up another pile of cool places to visit on the internet.

The Edge (responsible for the rather weak but pretty looking platformer *BRIAN BLOODAXE*) had a hit with their excellently-crafted Speccy title *BOBBY BEARING* that introduced players to the delights of Curvispace 3D™, a revolutionary new 3D environment. Well hardly revolutionary, though to be fair to The Edge the monochrome graphics did look pretty cool for the time and gave a good impression of rolling a little ballbearing around a 3D world. In fact its funny how all those exotic sounding trademarked graphics such as Filmation™ and Softsolid™ are resurfacing today under different guises, eager to temp us into buying games on the basis of a new made up word.



BOBBY BEARING on the Speccy.

I also recommend you look out for the *MARBLE MADNESS CONSTRUCTION KIT* from Melbourne House that appeared on the Spectrum and Amstrad CPC and let you build courses from scratch or modify levels from the ten available. The construction screen shows a smaller version of the play area, with icons representing the different MM sections down the right of the screen, and the nasties arranged down the bottom. All you have to do is plonk the different icons where you want them to appear. Briiiiliant!!!

Entertainment revolution or complete garbage.

DEUS EX MACHINA by Automata was described by the author Mel Crouther as "The first original audio-visual entertainment since the computer revolution". Others described it as a shambolic, superficial, marriage of rock album, arcade game and simplistic philosophy (yiiikes!!!). The game follows the struggle for existance against a hostile future controlled by computers and militant police. A full soundtrack featured the talents of Ian Dury, Jon Pertwee and Frankie Howerd amongst others. Sinclair User magazine said that one day this game may be regarded as the software equivalent of the Beatles' Sergeant Pepper album. – well, I don't see any danger of that, but as a concept it was certainly years ahead of its time and worth collecting for the novelty value and great packaging alone.

OTHER OLD THINGS THAT ARE COOL!

Every month, or until I forget or run out of ideas, I'll be raiding my imaginary loft for those items that turn an average retro games enthusiast into an obsessive junk collector (like me).



1. The Rubik's cube. If you buy one, make sure it's one of the proper ones that make the irritating grinding noises when twisled. Real conisseurs will get a Rubik's snake while they're at it as well. Available at all good boot fairs for about 50p or still available from selected toy shops for a bit more. I only ever completed it by pulling all the bits out and reconstructing it, though I don't recommend you take this course of action as all the bits get loose and start falling out when you turn it.



4.7K of hardcore chariot racing action

The VIC 20 was one of the first computers I owned. Although by today's standards, the technical spec is laughable, at the time the VIC had a wealth of great games available for it, and they looked and sounded fantastic.

Many of the software companies that produced games for the machine are sadly no longer around, but many of the programmers who started off writing for Commodore's 3.5K beige machine are.

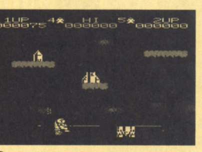
Legendary programmer Jeff Minter, recently responsible for *TEMPEST 2000*, started off on the VIC with games released from his label, Llamasoft. *ANDES ATTACK* was a superb homage to Defender, with the humanoids replaced by llamas, in true Minter style.

Llamasoft also released the definitive VIC shoot em up *GRIDRUNNER*, a slick and addictive blaster in the vein of Centipede. Jeff was inspired to write the game after seeing a poster for Blade Runner on the London Underground. The games was one of the first homegrown UK titles to make it big abroad, there were stories of people playing for two days solid over in America.

In 1983, there were loads of *Pac-Man* clones around. The VIC had one of the best versions, *JELLY MONSTERS* which even better than the official Atari version on the VCS console. It was so good infact, that the game was withdrawn from sale soon after release following legal action from Atari and Namco. This cartridge is a real collectors item (and the prize of my VIC collection) so if you have one, make sure you look after it.

Now more famous for producing games such as *KILLER INSTINCT*, Rare (aka Ultimate) also produced a VIC version of their Spectrum classic *JETPAC*. It was also one of the first examples of a game being produced for more than one hardware platform.

CHARIOT RACE was one of the best VIC racing games. I can remember rushing out to buy this game after reading the rave review for it in Personal Computer Games magazine. With simultaneous two-player action, the object is to simply tear up the track, slashing the wheels of your opponents and smashing them off the screen. Don't expect any fancy controls as it's keyboard only. Well worth hunting down (if you can find it) as the gameplay is fast and furious. It also has some pumping music on the title screen. If you see it, get it. Another fine example of gameplay reigning supreme.



JET PAC – A classic Ultimate title for the humble vic.

DOWNLOAD MORE FREE GAMES!

As mentioned last month, there is a wealth of great retro-gaming info available on the Internet. Here are some of the sites we've been 'browsing' this month.

Top Sheffield coders Gremlin pay homage to the classics of their back catalogue at www.gremlin.co.uk/retroindex.html. If you're a fan of *Monty Mole* or *Bounder*, this site is well worth visiting. You can even download the game for free to your Mac or PC.

If emulators are what you're after, then look no further than the Classic Videogames Nexus at http://fly.hiwaay.net/~lkseitz/cvg/nexus and you'll find a comprehensive list of links to collectors pages, home pages of arcade games, and downloadable stuff.

As well as being a fan of old arcade games, I'm also a fan of the often brilliant artwork that adorns the machines. The Classic Videogames Sound and Photo Library at www4.ncsu.edu/unity/users/m/mvcolley/web/cvg.html features many rare pictures of various 80's coin-ops. There are also sections relating to older consoles such as the Vectrex and Colecovision, but also pieces of spin-off merchandising (check out the Atari beach towel!) from games such as *Pac-Man* and *Donkey Kong* (anyone remember the *Pac-Man* stickers that were sold over here ?)

For coin-op artwork, check out www.pitt.edu/~drhst13/sidecals which hosts loads of side decal artwork from most machines (although sadly not from the *Spy Hunter* machine, which was always my favourite coin-op art). Many of the images are also for sale and you can e-mail the owner directly and make a bid.

Another massive thanks to Alex Ward from Acclaim for this essential list.

CABIN FREEPLAY CLASSIFIED

FOR SALE

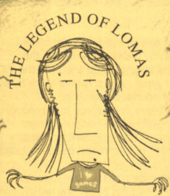
"RETROGAMER" ISSUE 8 FEATURES DEFENDER CREATOR EUGENE JARVIS, PART TWO OF THE JEFF MINTER CAREER HISTORY AND AN INTERESTING LOOK AT KEITH'S FAVOURITE PLATFORMERS. MAKE CHEQUES PAYABLE FOR £1.50 TO KEITH AINSWORTH AND SEND TO 52 KINGFIELD ROAD, ORRELL PARK, LIVERPOOL, L9 3AW.

"RETROGAMES" FANZINE AND GAMEFINDER SERVICE IS PACKED FULL OF THE USUAL EXCELLENT OLD GAMES TRIVIA: PHONE 0181 203 8868.

SIMON GREEN HAS A NEW MIDLANDS CONTACT FOR IMPORTING AMERICAN P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. IF THERE'S A GAME YOU WANT TEL: 0973 720312 OR 0973 721115 FOR MORE DETAILS.

WHO IS IN THE SIDE STRIP? NAME THE GAME AND THE CHARACTER TO WIN A MYSTERY RETRO PRIZE. SEND ALL ANSWERS TO "NAME THAT GAME" AT THE NEW ADDRESS. AND NO, ITS NOT TOM GUISE!





After an entire month in my recouperation tank in the London Docklands, I'm feeling much better. My powers are back to full strength, and I also have the ability to read minds. This issue, I've collected two pages of tips from the minds of the best gamers around without them even knowing it. Cahonas!

SEND YOUR TIPS, CHEATS AND PLAYER'S GUIDES TO:

TIPS

37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

PLAYSTATION

TWISTED METAL 2

You should all thank **Larry Bundy Jr. from Middlesex** for sending in his excellent collection of *Twisted Metal 2* cheats and passwords. In fact, we're going to reward him with this month's free game from HMV! To access these secret characters, go to the character select screen and press in either of these cheats.

SWEET TOOTH
Up, L1, Triangle, Right
MINION
L1, Up, Down, Left

These secret courses are only available in 2-player Vs mode. Go to the stage select screen to enter these cheats.

ROOFTOP COMBAT
Down, Left, R1, Down
ASSAULT ON CYBURBIA
Down, Up, L1, R1
SUICIDE SWAMP
Up, Down, Right, R1

These hidden moves can be performed during the game.

SHIELD **Up, Up, Right**
FREEZE **Left, Right, Up**
NAPALM **Right, Left, Up**
HIGH JUMP **Up, Up, Left**
REAR ATTACK **Left, Right, Down**
MINES **Right, Left, Down**
INVISIBILITY **Right, Down, Left, Up**

And here are all of the passwords...

DARK FORCES

To access the cheat menu, press **Left, Circle, X, Right, Circle, X, Down, Circle, X** while playing. Hopefully you'll get a list of other cheats which you can try out.

These passwords let you skip to whichever level you want to play.

4	885BVHMCQ8
5	!32ZNJQHT3
6	GV8KF!G6KL
7	3X8MJ47R3X
8	LMZRK4!R3D
9	BR2WYK2CQJ
10	00GBNLJ4G0
11	T2GDTJG5JT
12	H2DCTKH40S
13	PPYRQP58LD
14	RT2W121V7J

RETURN FIRE

If you think you're really good at *Return Fire*, try this tip from **Jinbarr Burke from Co. Cork, Ireland** to handicap yourself. When at the vehicle select screen, highlight any one of the vehicles and press and hold **L1+L2+R1+R2**. The vehicle you were highlighting should explode, making the game a bit harder. If you think you're really good, blow up loads of vehicles to make it easier for your opponent.

CONTRA: LEGACY OF WAR

These cheats should be entered on the title screen before you start the game itself.

UNLIMITED CONTINUES **L2, R2, L1, R1, Left, Right, Right, Left**
WEAPON SELECT **L1, R2, L1, R1, Up, Down, Down, Up**
MOVIE VIEWER **L2, L1, R1, R2, Up, Left, Down, Right**

TWISTED METAL 2: COMPLETE GUIDE

	HAMMER HEAD	MR. GRIM	ROAD KILL	TWISTER	AXEL	MR. SLAM	GRASS HOPPER
MOSCOW	–▲✖✖✖–	▲▲✖✖●–	●✖▲■■–	✖––▲●–	✖▲✖✖––	✖✖▲■✖–	▲✖●–––
PARIS	–✖▲■✖▲	●✖▲●▲✖	▲–▲––●	▲✖●●✖▲	●▲■–▲–	✖––●✖■	✖▲●■■●
AMAZONIA	▲–––✖●	✖■■▲▲▲	✖✖▲●■▲	–▲■✖■●	▲▲■●●–	●▲■–●✖	–✖●●▲●
NEW YORK	▲▲✖▲✖✖	▲––●✖●	●––✖–✖	✖▲✖●✖–	–▲■■✖–	▲✖●■–●	●▲✖●–▲
ANTARTICA	▲✖▲●✖■	●▲✖▲✖–	–▲■✖●–	●––✖■▲	✖✖▲■▲●	▲–▲●▲▲	▲▲✖■●▲
HOLLAND	▲■■✖■–	✖✖▲–●✖	✖––▲–■	–✖✖––●	●✖●▲●●	–●––●–	✖■■●–▲
HONG KONG	●▲●■■▲	–✖●▲■■	▲▲■▲●▲	✖✖▲✖■–	▲✖●✖✖●	■––▲–▲	●■■■▲✖
DARK TOOTH	●●●–▲✖	–■▲●●▲	▲●✖▲■✖	✖■–■▲●	▲■▲■–■	■–■▲●✖	✖–✖■■–

TEMPEST X

To play the original *Tempest 2000* or *Tempest Plus* modes, play the game and get a high score so that you can enter your name. Put in the initials **"H V S" or "YIFF!"** and you should be able to access the new modes on the main menu screen.

AREA 51

While the game's not too hot, there are some good bonus features included in it.
To go into Kronn Hunter Mode, at the start of the game just shoot the first three STARR team members. You now get different weapons and an extra 20,000 points when your score is added up, plus you can kill STAAR team members without getting told off.

SOVIET STRIKE

Here are **Brian Loughton from Co. Longford, Ireland's** passwords for *Soviet Strike* to get to the later stages.

1. Crimea	**WORSTCASE**
2. Black Sea	**GRANDTHEFT**
3. Caspian	**GROZNEY**
4. Dracula	**CHERNOBYL**
5. Kremlin	**CIVILWAR**

SATURN

VIRTUA COP 2

To avoid playing the game loads in order to collect all of the secret options, including Big Head mode, just use this cheat instead.
Using a joypad plugged in the player 2 port, press **Up, Down, Up, Down, A, X, B, Y, C, Z** on the title screen. You should hear a noise to tell you that it's worked and the **?????** options should all now be revealed.

Another excellent cheat mode for *Virtua Cop 2* is this one which makes all of the enemies appear in random positions each time! Go to the **Options+** menu (with the hidden options) and, using controller 2 highlight Exit, hold the **R Shift button and press Start**. Keep holding **R** and highlight Arcade, then press Start to begin a game in random mode.

STREET RACER

Thomas Railton from Hull has some passwords for *Street Racer* which let you access some of the bonus options.

TRAFIK	Access the Silver Cup
NEJATI	Access the Gold Cup
DOUGAL	Access the Platinum Cup, Rabbit Car and 3 extra courses
TURGAY	Advanced Options

NINTENDO 64

TUROK: DINOSAUR HUNTER

Go to the Enter Cheat screen and put in whatever codes you want to use, then go to the Cheat Menu screen in the game to switch on whatever you want.

All Cheats	**RBNSMTH**
All Weapons	**CMGTSMMGGTS**
Spirit Mode	**THSSLKSCL**
The Gallery	**THBST**
Infinite Lives	**FRTHSTHTTRLSCK**
Infinite Ammo	**BLLTSRRFRND**
Pen and Ink Mode	**DLKTDR**
View Credits	**FDTHMGS**
Disco Mode	**SNFFRR**

WAVE RACE 64

To be able to ride on the dolphin, follow these instructions carefully. Choose Stunt Mode and play on the Dolphin Park course, then go through every ring and do every stunt on the first lap before the time runs out. Here are the tricks you need to do, though you can do them in any order:

Handstand
Release throttle, Down, Up
Backwards Ride
Release throttle, rotate clockwise
Stand and Somersault
Release throttle, rotate anti-clockwise, hold Down

Left Roll	**Off ramp, Right, Left**
Right Roll	**Off ramp, Left, Right**
Backflip	**Off ramp, Up, Down**

Underwater dive
Off ramp, hold Down, hold Up

As you complete the lap you should hear the dolphins squeaking. Now exit and choose Championship Mode and do the Warm Up race. As you choose your character, **hold Down** and pick them and you'll do the Warm Up on the dolphin. You can't race on it, but the cheat will be saved to your cartridge so that the intro features the dolphin and you can pick it at any time.

ARCADE

STREET FIGHTER EX

Manual Daniel Boutros comes up tramps again with the cheat to play as Akuma. If you find a *SF EX* machine around, the time-lock should mean that the four other bonus characters are playable as well. To play as Akuma, highlight Ryu on the character select screen and **hold Start**. Now press **Down three times, Up four times, then press MP+MK** at the same time to select Akuma.

MEGA DRIVE

VIRTUA FIGHTER MD

To play as Dural in Mega Drive *Virtua Fighter*, follow this tip from **Neil Criddle in Weston-Super-Mare** and Jacky's brother, **Matthew Bryant**. Go to the character select screen and hold the **Down-Right** diagonal for a few seconds and you'll hear a voice count down from five. When it's reached zero you should be able to find Dural by moving the selector off to the far left or right of the character heads.

MICRO MACHINES MILITARY

Andy Harves from Bristol sent in this little tip for *MMM*. Just play in one-player mode and collect the medals to open up more tracks in the multiplayer mode, including Missile Menace which Andy particularly loves. Thanks Andy – flattery gets you everywhere.



©Capcom

WE'RE STUCK!

If you can't work out what to do next on a game, write to us and we'll try to help you out. Send everything to the address at the start of the tips section, and mark your letters with the embarrassing message: **I'M STUCK!**

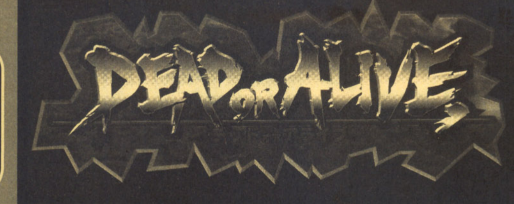
Dear C+VG,
I've just bought *Broken Sword* for my most excellent PlayStation and I've got stuck there for 2 weeks so could you please answer the following questions?
(PS Your magazine is totally BRILLIANT!)
1. What do you do in the mediaeval church once you come back from Spain?
2. What do you do with the hook and chain in the sewer, how do you get to the other path?
3. What do you do with the wineglass?
4. What else do you do in Musse Crune?
Yours sincerely,
Steven Hodgen.

CVG:
1. You should go to Syria once you come back from Spain for the first time. If you're talking about Montfaucon in Paris, examine the tombs and the wall markings for a clue.
2. In the sewer examine the arch on the far right, then use the sewer key to break the plaster. Attach the hook and chain from the boat to the exposed cog.
3. Nothing.
4. We don't know what you've done already, but the object is to get the tripod and a few other clues from asking questions, but there are no other objects.

Dear Computer and Video Games,
Please help me. I have got *Street Fighter Alpha 2* and I wanted to know how you fight Super Akuma on the Arcade mode (Saturn version).
Mark, Scotland

CVG: To play AS Super Akuma, you need to highlight regular Akuma, hold Start and press Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down, then select him with any button. To fight AGAINST Super Akuma, you need to play through the game in Arcade mode and win with at least 3 perfect victories.

SHADOW	THUMPER	SPECTRE	WARTHOG	OUTLAW 2
■––▲▲–	●––▲×–	●▲××▲–	▲––▲■–	–×●–▲–
××●–▲×	×■■●●▲	–▲■●●×	▲■■■×■	▲▲×●▲–
×▲×■●▲	▲×●–■–	●×▲■▲×	●■■●××	▲■■■▲–
×––×●■	××▲▲×▲	–×●××▲	×■■–×●	●×▲▲▲–
●×●●×●	▲▲■–––	×–––●▲	–×●▲–■	×▲●×▲–
●▲■▲■–	×▲×–■▲	▲––■×■	▲×▲■–×	×■■–▲–
●–▲–■×	▲––■▲–	×▲×▲●■	●×▲●–●	–▲×●××
●▲–▲●–	▲–■■×●	×●●●–▲	●■–●●■	–●×–▲–



COMPLETE MOVES LIST

This all-new 3D fighting game from Tecmo is already proving hot in the arcades. If you don't want to miss out on the next *Virtua Fighter/ Tekken*, you'd better get these moves down ya!











KEY

- H ...... hold
- d ...... down
- D ...... hold down
- a ...... away
- A ...... hold away
- t ...... towards
- T ...... hold towards
- u ...... up
- U ...... hold up
- P ...... Punch
- K ...... Kick
- J ...... jump



COUNTERS

Hit an opponent while they are trying to hit you and this is known as countering. Advantages of countering is that a counter strike will float your opponent, ready for a floating combo!

STAGGER

Kick an opponent while they're crouching and they will stagger for a fraction of a second. The stagger in *DOA* is practically the same as *VF2*'s stagger so use it in the same way.

OFFENSIVE HOLDS

Grab an opponent and this is known as an offensive hold. The offensive hold is similar to King's (from *Tekken*) Helpless Hold in that you can enter commands after the intial hold and do more damage.

DEFENSIVE HOLDS

In *DOA*, defensive holds are used rather than blocks. DH's are similar to Paul Phoenix (*Tekken*)'s reversals and should be used in the same way.



DANGER ZONE

The danger zone is on the edge of the ring. Walking over the *DZ* is no problem but if you're knocked down in it, you get an energy drain and, worse still, are blown up into the air for a floating combo barrage!



GEN FU

NAME	COMMAND	HEIGHT
NORMAL ATTACKS		
jab	P	high
body punch	d+t+P	mid
low punch	d+P	low
high kick	K	high
mid kick	d+t+K	mid
low kick	d+K	low
BACK ATTACKS		
turn punch	P	high
turn mid punch	d+P	mid
turn low punch	D+P	low
turn high kick	K	high
turn mid kick	d+K	mid
turn low kick	D+K	low
DOWN ATTACKS		
rakchitosho	u+P	–
chito cho	d+P	–
JUMPING ATTACKS		
jumping punch	J+t+P	mid
jumping punch	J+u+P	mid
jumping kick	J+t+K	mid
jumping kick	J+u+K	mid
front step chop	P	mid
(while coming down from forward jump).		
step chop	P	mid
(while coming down from vertical jump).		
back step hammer	P	mid
(while coming down from backward jump).		
kangaroo knee kick	K	mid
(while coming down from forward jump).		
kangaroo knee stamp	K	mid
(while coming down from vertical jump).		
back step low spin	K	low
(while coming down from backward jump).		
SPECIAL MOVES		
rensui	PP	hh
upper	d+t+P	mid
konsan	d+t+Px2	mm
kohto	u+t+P	high
tohsho	u+P	high
bancho	t+P	mid
kaihoganseki	a+P	mid
choryu	D+T+P	mid
tanba	tx2+P	mid
kosonsan	d+tx2+P	mid
senshippo	tx2+HP	mid
kobokha	P+K	mid
yohsokha	t,a+P	mid
ugyuhaito	d+a, t+P	mid
soha	tx2+P+K	mid
sansui	d+P+K	mid
yohshisaiken	d+P+K, a,t+P	mm
toha	H+P+K	high
jahshutodo	d+t+K	mid
jahshutdoa	d+t+KP	mm
hnsenpu	u+t+K	high
senppu kick	u+K	high
tenshinkohshutai	u+a+K	mid
soktan kick	tx2+K	high
soh hi kick	H+K	high
sensoh tai	d+H+P	–
THROWS		
jyujikao	H+P	high
wanpeigetsuha	d,t+H+P+K	–
kohkansaiohka	reverse quarter circle+P	high
shinhai	t+H+P	high
koh hai bi	H+P	high
(from behind).		
DEFENSIVE HOLDS		
ryusenshyu	H	high
(while opponent's punching).		
ryusentoh	H	high
(while opponent's kicking).		
chiryukojimai	d+H	high
(while opponent's punching low).		
shyugekitoh	d+H	high
(while opponent's kicking low).		
OFFENSIVE HOLDS		
atshu	t+H	high
shutai	t,a+H	high
atshu	t+H	high
(from behind).		

ZACK

NAME	COMMAND	HEIGHT
NORMAL ATTACKS		
jab	P	high
body punch	d+t+P	mid
low punch	d+P	low
high kick	K	high
mid kick	d+t+K	mid
low kick	d+K	low
BACK ATTACKS		
turn punch	P	high
turn mid punch	d+P	mid
turn low punch	D+P	low
turn high kick	K	high
turn mid kick	d+K	mid
turn low kick	D+K	low
DOWN ATTACKS		
foot stamp	u+K	–
wild heel	d+t+K	–
JUMPING ATTACKS		
jumping punch	J+t+P	mid
jumping punch	J+u+P	mid
jumping kick	J+t+K	mid
jumping kick	J+u+K	mid
front step chop	P	mid
(while coming down from forward jump).		
step chop	P	mid
(while coming down from vertical jump).		
back step hammer	P	mid
(while coming down from backward jump).		
kangaroo knee kick	K	mid
(while coming down from forward jump).		
kangaroo knee stamp	K	mid
(while coming down from vertical jump).		
back step low spin	K	low
(while coming down from backward jump).		
SPECIAL MOVES		
soak club	quarter circle towards+P	high
tesok tron	t+P	mid
double sok	t+P,a+P	mm
elbow heel kick	t+PK	mh
tee sok ran	tx2+P	mid
tee sok bon	a+P	mid
tee kao tron	t+K	mid
knee spin kick	t+KK	mm
tet ran	d+a+K	low
spinning heel kick	quarter circle towards+K	mid
spinning middle kick	H+K	mid
twister upper	quarter circle towards+H+P+K	mid
kao roi	tx2+K	mid
hell knee doll	u+P	high
sway blow	u+a+P	high
jab high kick	PK	hh
jab straight	PP	hh
vulcan rising knee	PPK	hhh
vulcan knee	PPt+K	hhm
dancing lash	PPt+KK	hhmm
vulcan elbow	PPP	hhh
vulcan edge	PP,t+P	hhm
genocide slash	PP,t+P,K	hhmh
devil slash	PP,t+P,a+P	hhmm
bloody lash	PP,t+PP	hhmh
rising heel kick	u+K	high
upper	d+t+P	mid
hell smash	d+t+P,t+P	mm
heaven smash	d+t+P, t+PP	mmm
flying knee kick	tx2+P+K	–
THROWS		
wild throw	H+P	high
got ko ti kao	t,a+P+K	high
beast fang	d+t,D+T+P+K	high
neck hunting	H+P	high
(from behind).		
DEFENSIVE HOLDS		
elbow counter	H	high
(while opponent's punching).		
knee counter	H	high
(while opponent's kicking).		
punch through	d+H	high
(while opponent's punching low).		
kick through	d+H	high
(while opponent's kicking low).		
OFFENSIVE HOLDS		
tee kao kon	t+H	–
forward trap	tx2+H	–
reverse trap	reverse quarter circle towards+H	
head crash	t+H	–
(from behind).		

LEI FANN

NAME	COMMAND	HEIGHT
NORMAL ATTACK		
tanben	P	high
ranzatui	d+t+P	mid
kaseitanben	d+P	low
shu kick	K	high
to kick	d+t+K	mid
kato kick	d+K	low
BACK ATTACKS		
tenshin tanben	P	high
sentu uhai	d+P	mid
tenshin kaseitanben	D+P	low
tenshin kick	K	high
tenshin to kick	d+K	mid
tenshin kato kick	D+K	low
DOWN ATTACKS		
raksosuikage	u+P	–
shin kick	d+t+K	–
JUMPING ATTACKS		
Hishyo suikage	t+J+P	mid
hisyo suigeki	u+J+P	mid
hishyo to kick	t+J+K	mid
hishyo to kick	u+J+K	mid
front step chop	P	mid
(while coming down from forward jump).		
step chop	P	mid
(while coming down from vertical jump).		
back step hammer	P	mid
(while coming down from backwards jump).		
kangaroo knee kick	K	mid
(while coming down from forward jump).		
kangaroo knee stamp	K	mid
(while coming down from vertical jump).		
back step low spin	K	low
(while coming down from backwards jump).		
SPECIAL MOVES		
so an	tx2+P	mid
sofu kanji	t,a+P	high
shichinsunko	a,t+P	mid
kinkeido kuritsu	P+K	mid
tohwo	D, t+P	mid
tessa	dx2+K	low
shaichogeki	u(or u+t)+K	high
honshintanben	u(or u+t)+K,K	m,h
hokokisan	H+P+K	high
chogeki	t+P	mid
hotosisan	a+P	mid
zensho	a+PP	m,m
shuchiryo	d+a+P	mid
jyohosicheiso	d+a+P	m,m
kamen kick	a+K	high
senkyutai	a+K,K	h,m
senkyulentai	a+KK,d+K	h,m,l
kotanma	PP	hh
gyokujyosensa	PP,t+P	hhm
seiryu shatsui	P, d+t+P	h, m
THROWS		
todenko	H+P	high
yababunso	a+H+P+K	high
rinehisui	quarter circle towards+P	high
heishinsui	t,a+P	high
takuchuhaisui	H+P	high
(from opponent's back).		
DEFENSIVE HOLDS		
Sairetsu	H	high
(while opponent's punching).		
Hosei	H	high
(while opponent's kicking).		
risei	d+H	low
(while opponent's punching low).		
kasui	d+H	low
(while opponent's kicking low).		
kaisei	quarter circle away+H	mid
(while opponent's kicking mid).		
OFFENSIVE HOLDS		
saneihisui	t+H	high
choshudakyu(1)	quarter circle towards+H	high
taikochugyo(2)	during 1, half circle away+H+P	–
head puncher	during 2, tx2+H+P+K	
lowshitsuyoho	d+t+H	–
(while opponent's crouching).		
jyohoko	t+H	high
(from opponent's back).		
teishojto sei	d+t+H	low
(while opponent's crouching and from behind).		



BAYMAN

NAME	COMMAND	HEIGHT
NORMAL ATTACKS		
jab	P	high
palm stamp	d+t+P	mid
low knuckle	d+P	low
high kick	K	high
middle side kick	d+t+K	mid
low kick	d+K	low
BACK ATTACKS		
turn back knuckle	P	high
turn body blow	d+P	mid
turn low spin knuckle	D+P	low
turn spin kick	K	high
turn side kick	d+K	mid
turn low spin kick	D+K	low
DOWN ATTACKS		
knee drop	u+K	–
stomp	d+t+K	–
JUMPING ATTACKS		
assault down palm	J+t+P	mid
air down palm	J+u+P	mid
assault front kick	J+t+K	mid
air front kick	J+u+K	mid
assault palm upper	P	high
(while coming down from forward jump).		
step palm upper	P	high
(while coming down from vertial jump).		
trap palm upper	P	high
(while coming down from backwards jump).		
assault front kick	K	low
(while coming down from forward jump).		
step front kick	K	low
(while coming down from vertical jump).		
trap front kick	K	low
(while coming down from backwards jump).		
SPECIAL MOVES		
front kick	t+K	mid
shoulder tackle	a,t+P	mid
spinning back knuckle	a+P	mid
smash	D+T+P	mid
sliding	d+H+K	low
rolling sobat	H+K	high
leg spike	d+a+K	low
heel hammer	a+K	mid
palm upper	u(u+t)+P	high
body blow	Pt+P	hm
jab body blow	Pt+PP	hmm
jab high kick	PK	hh
jab straight	PP	hh
storm palm stamp	PPd+t+P	hhm
storm back knuckle	PPa+P	hhm
storm rolling sobat	PPK	hhh
head butt	P+K	mid
swing double hammer	t, a+P	mid
reverse double hammer	t,a+PP	mm
THROWS		
front suplex	H+P	high
neck hanging tree	a+H+P	high
whirlwind backbreaker	half circle towards+P	high
victor cross	quarter circle towards+H+K	high
chest burster	H+P	high
(from behind).		
DEFENSIVE HOLDS		
counter standard arm lock	H	high
(while opponent's punching).		
counter upper	H	high
(while opponent's kicking).		
counter arm lock	d+H	low
(while opponent's punching low).		
counter low upper	d+H	low
(while opponent's kicking low).		
family destroyer	quarter circle away+H	mid
OFFENSIVE HOLDS		
udegatame	reverse quarter circle towards+H	high
standing arm lock(1)	tx2+H	high
manji neck strangle(2)	during 1 half circle away+H	–
DDT	during 2 quarter circle away+P	–
jikushibarai(4)	quarter circle towards+H	high
archilles destroyer(5)	during 4 half circle away+H	–
leg popper	during 5 reverse quarter circle	away+K
wakigatame	d+t+H	low
(while opponent's crouching).		
super hold(6)	t+H	high
(from behind opponent).		
swing sleeper	during 6, half circle away+H	–
chalk slam	t+H	high
back wakigatame	d+t+H	low
(while opponent's crouching and from behind).		

JANN LEE

NAME	COMMAND	HEIGHT
NORMAL ATTACK		
lead jab	P	high
lead upper	d+t+P	mid
low knuckle	d+P	low
high kick	K	high
side kick	d+t+K	mid
low kick	d+K	low
BACK ATTACKS		
turn jab	P	high
turn body blow	d+P	mid
turn low knuckle	D+P	low
turn high kick	K	high
turn side kick	d+K	mid
turn spin kick	D+K	low
blind knuckle	a+d+P	high
blind elbow	P+K	mid
DOWN ATTACKS		
Omitsuke	u+K	–
enter the dragon	u+H+P+K	–
low snap kick	d+t+K	–
JUMPING ATTACKS		
front jump knuckle	t+J+P	mid
jump knuckle	u+J+P	mid
front jump side kick	t+J+K	mid
jump side kick	t+J+K	mid
front step chop	P	mid
(while coming down from forward jump).		
step chop	P	mid
(while coming down from vertical jump).		
back step hammer	P	mid
(while coming down from backwards jump).		
kangaroo knee kick	K	mid
(while coming down from forward jump).		
kangaroo knee stamp	K	mid
(while coming down from vertical jump).		
back step low spin	K	low
(while coming down from backwards jump).		
SPECIAL MOVES		
dragon blow	quarter circle towards+P	
chop	a+P	mid
flash hook	tx2+P	high
flash spin kick	tx2+P,K	h,m
flash low spin kick	tx2+P, d+K	h,l
knuckle upper	u+t+P	high
vertical upper	u+P	high
rear high kick	u+K	high
high shin knee kick	u+a+K	high
sawy jump	u+a+P	high
jump high kick	PK	h,h
sonic hook	p, t+P	h,h
sonic spin kick	P, t+P, K	h,h,m
sonic low spin kick	P, t+P, d+K	h,h,l
lead hook	PP	h,h
back knuckle	PPP	h,h,h
dragon flash	PPPK	h,h,h,h
dragon cannon	PPP, t+P	h,h,h,m
combo high kick	PPK	h,h,h
body blow	t+P	mid
body upper	t+PP	m,m
shin knee kick	H+K	mid
middle hook kick	a+K	mid
double hook kick	a+KK	m,h
thrust kick	d+a+K	low
thrust middle kick	d+a+K,t+K	l,m
thrust spin low spin kick	d+a+K,d+K	l,l
side kick	d+t+K	mid
middle spin kick	d+t+K,t+K	m,m
dragon kick	quarter circle towards+K strong	high
kick upper	u+t+K	mid
two hit kick	u+t+KK	m,h
snap kick	t+K	mid
snap spin kick	t+K, t+K	m,m
low spin kick	down+H+K	low
dragon elbow	P+K	mid
dragon knuckle	D,a,t+P	mid
flash turn	ax2+P	high
THROWS		
hell driver	H+P	high
side buster	a+H+P+K	high
cartwheel throw	quarter circle away+P	high
hell crash	H+P	high
(from opponent's back).		
DEFENSIVE HOLDS		
counter rear punch	H	high
counter stomp	H	high
(while opponent's kicking).		
Lapsao	d+H	low
(while opponent's punching low).		
Kaosao	d+H	low
(while opponent's kicking low).		
OFFENSIVE HOLDS		
Front face lock	t+H	high
head lock	quarter circle towards+H	high
blue docking head lock	ax2+H	–
(during head lock).		
ass punch	t+H quarter circle twards+H	high
(when from opponent's back).		

TINA

NAME	COMMAND	HEIGHT
NORMAL ATTACKS		
jab	P	high
upper	d+t+P	mid
low knuckle	d+P	low
high kick	K	high
middle kick	d+t+K	mid
low spin kick	d+K	low
BACK ATTACKS		
turn spin knuckle	P	high
turn middle knuckle	d+P	mid
turn low knuckle	D+P	low
turn spin kick	K	high
turn spin middle kick	–	mid
turn low spin kick	–	low
turning sobat	H+K	mid
DOWN ATTACKS		
hip drop	u+P	–
moonsault press	u+H+P+K	–
elbow drop	d+t+P	–
JUMPING ATTACKS		
front fist drop	J+t+P	mid
flying fist drop	J+u+P	mid
drop kick	J+t+K	mid
branding kick	J+u+K	mid
front step chop	P	mid
(while coming down from forward jump).		
step chop	P	mid
(while coming down from vertical jump).		
back step hammer	P	mid
(while coming down from backward jump).		
kangaroo knee kick	K	mid
(while coming down from forward jump).		
kangaroo knee stamp	K	mid
(while coming down from vertical jump).		
back step low spin	K	low
(while coming down from backward jump).		
SPECIAL MOVES		
dash upper	tx2+P	mid
double upper	tx2+PP	mm
low spin knuckle	d+a+P	low
vertical chop	D+T+P	mid
vertical hammer	D+T+P,a+P	mm
double hammer	a+P	mid
back brain kick	u+K	high
elbow smash	u+P	high
knuckle arrow	u+a+P	high
back chop	u+t+P	mid
back chop hammer	u+a+P, a+P	mm
kenka kick	tx2	mid
low spin kick	d+K+H	low
shoulder tackle	a,t+P	mid
short range lariat	t+P+H	high
rolling sobat	H+K	high
jumping knee pad	t+K	mid
knee hammer	t+K,a+P	mm
jab high kick	PK	hh
jab straight	PP	hh
machine gun lash	PPP	hhm
elbow	t+P	mid
elbow back knuckl	t+PP	mm
ultimate combo	t+PPK	mmm
THROWS		
death ballet bomb	H+P	high
frankensteiner	quarter circle towards+K+H	high
fisherman's buster	half circle towards+P	high
JO cyclone	d,t+P+K	high
flying mayor(1)	quarter circle away+P+K	high
surf board style roll(2)	during 1 a,t+H+P	
JOS	during 2 d,u+H+P	
body slam	H+P+K	high
Bas bomb	d+H+P	low
(while opponent's crouching).		
japanese ocean bomb	d+tx2+H+P+K	low
(while opponent's crouching).		
german suplex	H+P	high
(from behind).		
nage panashi german suplex	H+P+K	high
(from behind).		
DEFENSIVE HOLDS		
strike elbow smash	H	high
(while opponent's punching).		
strike elbow pat	H	high
(while opponent's kicking).		
double slap	d+H	low
(while opponent's punching low).		
bear's slap	d+H	low
(while opponent's kicking low).		
dragon screw	quarter circle away+H	mid
(while opponent's kick mid).		
OFFENSIVE HOLDS		
hammer through(1)	t+H	high
JOS	during 1, d,u+H+P	
wing snapper(2)	quarter circle towards+H	high
rodeo hold	during 2, rotate lever 360	
tackle(3)	reverse quarter circle towards+H	high
giant swing	during 3, half circle towards+H	
full nelson(4)	t+H	high
(from behind).		
dragon suplex	reverse half circle away+H+P	–

KASUMI

NAME	COMMAND	HEIGHT
NORMAL ATTACK		
Ten Jin	P	high
Kiri Gatana	d+t+P	mid
Chijin	d+P	low
Senten kick	K	high
Senjin kick	d+t+K	mid
Senchi kick	d+K	low
BACK ATTACK		
back tenjin	P	high
Yamigatana	d+P	mid
back chinjin	D+P	low
back ten kick	K	high
back jin kick	d+K	mid
back chi kick	D+K	low
moon kick	u+K	mid
DOWN ATTACK		
Takazume kick	u+K	_
Kaurakudaki	d+P	_
JUMPING ATTACK		
Zenten Kokuzan	t+J+P	mid
Kokuzan	u+J+P	mid
Zenten Senku kick	t+J+K	mid
Senku kick	u+J+K	mid
front step chop	P	mid
(while coming down from forward jump).		
step chop	P	mid
(while coming down from vertical jump).		
back step hammer	P	mid
(while coming down from backwards jump).		
kangaroo knee kickp	K	mid
(while coming down from forward jump).		
kangaroo knee stamp	K	mid
(while coming down from vertical jump).		
back step low spin	K	low
(while coming down from backwards jump).		
SPECIAL MOVES		
Mueito	tx2+P	mid
Jinso kick	quarter circle towards+K	mid
Hienso kick	tx2+P+K	mid
Reppu kick	d+t+H+K	mid
Shozanpu	u+t+P	mid
Tenshu kick	u+t+K	mid
Hiryu kick	u+K	high
Getsurin kick	u+a+K	mid
Futenjin	u+P	high
Hitenjin	a+P	high
Senrenshu	PK	h,h
Nirenjiki	PP	h,h
Sanrenzuki	PPP	h,h,h
Ren Tsumuji	PPP,t+P	h,h,h,h
Ren Tenshu	PPP,t+K	h,h,h,m
Ren Chishu	PPP,d+K	h,h,h,l
Ren Getsusai	PP,a+u+K	h,h,m
Ren Hayate	PPK	h,h,h
Ren Shippu kick	PPKK	h,h,h,m
Renten Kick	KK	h,h
Renjin kick	K,d+t+K	h,m
Renchi kick	K, d+K	h,l
Roga	tx2+K	low
Tsumuji	P+K	high
Shippu kick	H+K, H+K	h,m
Kage Hayate	d+H+K	low
Sen kasumigiri	H+P+K	mid
Rieishu kick	t,a+K	low
scoop	d+t+P	mid
double scoop	d+t+P,P	m,m
THROWS		
Niji Kage	H+P	high
Meidomikoshi	a+P	high
Rogakusho	quarter circle away+H+K	
Oboro	d+tx2+P+K	high
Kegoenbu	quarter circle towards+P	
Uratsubame	t+H+P+K	low
(while opponent's crouching).		
Sagari	H+P	high
(from opponent's back).		
DEFENSIVE HOLDS		
Kodama Ichishiki	H	h,m
(while opponent's punching).		
Kodama Nishiki	H	h,m
(while opponent's kicking).		
Tsumabarai	d+H	low
(while opponent's punching low).		
Ryujin	d+H	low
(while opponent's kicking low).		
OFFENSIVE HOLDS		
Kasumigaeshi	t+H	high
Hien	tx2+H+K	high
Hien Sakaotoshi	a+H tx2+H	high
(during Hien Kagero).		
Ibaraotoshi	d+K	–
(during Hien Kagero).		
Yumesasoi	t+H	high
(from opponent's back).		
Ura Hien	tx2+H+K	high
(from opponent's back).		

RYU HAYABUSA

NAME	COMMAND	HEIGHT
NORMAL ATTACKS		
jab	P	high
body punch	d+t+P	mid
low punch	d+P	low
high kick	K	high
mid kick	d+t+K	mid
low kick	d+K	low
BACK ATTACKS		
turn punch	P	high
turn mid punch	d+P	mid
turn low punch	D+P	low
turn high kick	K	high
turn mid kick	d+K	mid
turn low kick	D+K	low
DOWN ATTACKS		
sparrow drop	u+P	–
double tiger collapse	rd+t+P	–
JUMPING ATTACKS		
jumping punch	J+t+P	mid
jumping punch	J+u+P	mid
jumping kick	J+t+K	mid
jumping kick	J+u+K	mid
front step chop	P	mid
(while coming down from forward jump).		
step chop	P	mid
(while coming down from vertical jump).		
back step hammer	P	mid
(while coming down from backward jump).		
kangaroo knee kick	K	mid
(while coming down from forward jump).		
kangaroo knee stamp	K	mid
(while coming down from vertical jump).		
back step low spin	K	low
(while coming down from backward jump).		
SPECIAL MOVES		
hatotu	t+P	mid
raishingeki	tx2+P	mid
amaki	u+t+P	high
nichinrin kick	u+t+K	mid
hagen shu	u+K	high
getsu rin kick	u+a+K	mid
kamitki	u+P	high
sokusanto	P+K	high
ryu weito	u+a+P	high
lendan	PP	hh
lentogeki	PPt+P	hm
shulendan	PPK	hhm
justice fist	PK	hh
leg cutter	d+t+K	mid
hamayari geri	d+t+Kx2	ml
kusento	a+P	mid
hayowana geri	a+P+K	mm
chisento	d+a+P	low
hajahisageri	t+K	mid
jisberi	tx2+K	low
chisyu kick	reverse quarter circle+K	mid
chiso kick	d+ax2+K	low
ryusen kick	t,a+K	low
THROWS		
jiyuji mirakage	H+P	high
shihio nage	t,a,t+P+K	high
kyako honraku	a+H+K+P	high
rakuraisho	quarter circle away+P+K	high
kubi nage	quarter circle towards+P	high
shoraishyo(1)	half circle towards+H+P+K	high
kamaitachi(2)	during 1, half circle from d to u +H+P	–
izuna othoshi	during 2, reverse half circle towards+H+K	
zanshusen	d+H+P	low
(while opponent's crouching).		
uranage	H+P	high
(from behind).		
rakuryusho	H+P+K	high
(from behind).		
DEFENSIVE HOLDS		
ryusenshyu	H	high
(while opponent's punching).		
ryusentoh	H	high
(while opponent's kicking).		
chiryukojimai	d+H	high
(while opponent's punching low).		
shyugekitoh	d+H	high
(while opponent's kicking low).		
OFFENSIVE HOLDS		
soheishu	t+H	high
genei	tx2+H	high
urakazuichi nage	t+H	high
(from behind).		

My name is Hunter and i was once Tom's dog and i give a bone to my favourite picture.

drawinz wot you dun

Tarts! All of ya! No just kidding, welcome to another fun-packed 'D.W.Y.D'! Enjoy!

KEY: Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT! | Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

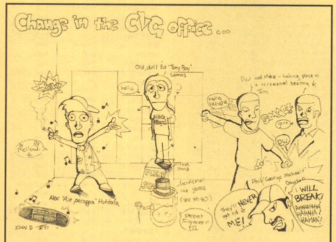
Regular readers of CVG will know that 'Drawinz' has been going for a whole year this issue, and it's still the same old rubbish. Next month something wonderful, something radical, something fantastic is happening to this section. Not really – it'll be the same old tripe as usual!



Fighters Ultramix... Hmmm I wonder if it'll be anything like the much talked about *Ultimate Fighting Universe*. Only a couple of months to wait. Thanks Jonathon Wakefield.

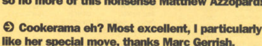


Another glorious piece of CVG artwork from a 'Drawinz' regular Craig Ward. Keep up the good work.

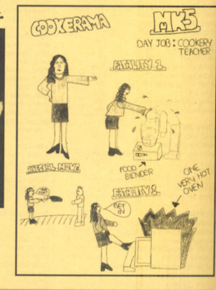


More classy tomfoolery from the CVG Pranksters. Here 'Old' Ed is taking a much needed lesson in 'cool' from hip newcomer Alex Huhtala. No more Phil! Thanks John Douglas.





There's plenty of inspiration for *Quake* artists so no more of this nonsense Matthew Azzopard!



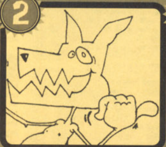
Cookerama eh? Most excellent, I particularly like her special move, thanks Marc Gerrish.

HUNTER GALLERY PART ONE

Welcome to part one of 'Hunter's Gallery' a chance for me Hunter Dog to show *you* just how famous I really am. Next month I'll hopefully reveal the rest of my body (Drawinz permitting).

1

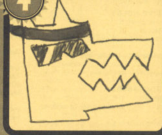

First place, this is me alright mean and fierce, Well done!

2


Very well drawn, slightly to happy perhaps, and too puny a body but good nevertheless.

3


Demented, scary, fierce and ruthless this certainly isn't. insane? Maybe!

4


Well, I suppose I look a bit tough with that head band, but that really isn't my scene.

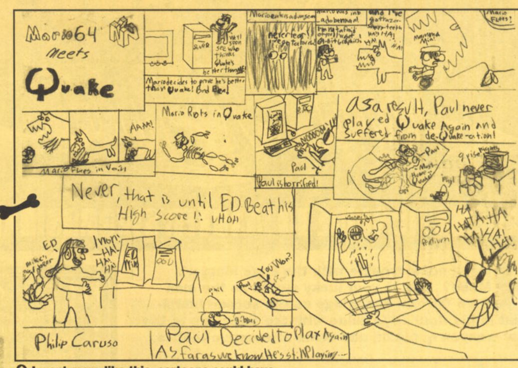
5


Two eyes, Teeth, two ears, everything's there, but it just doesn't look hard enough!

drawinz wot you dun



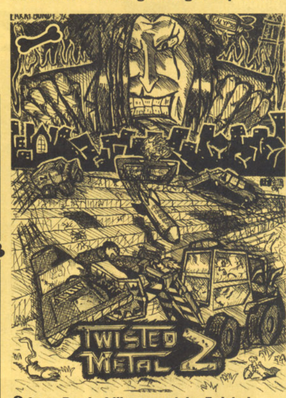
Excellent piece this! Sorry I couldn't print both, but I might save it for next month! Joe (something)



I want more like this, cartoons could have their own section if we get enough. Philip Caruso.



Sonic Kart! Surely they'll do it one day, it could be amazing. Fingers crossed eh Rob McCabe!



Larry Bundy, I like your style. *Twisted Metal* though, I'm not so sure about that!

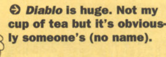


You like doing what? Surely you must be mad. Craig Paiton.

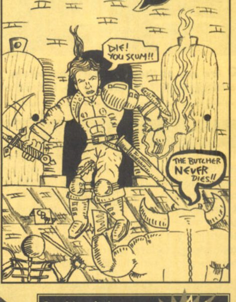


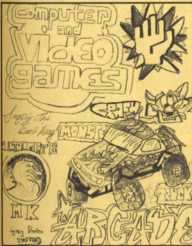


Mario 74. A simple yet effective idea. Well done Dean Shelley!

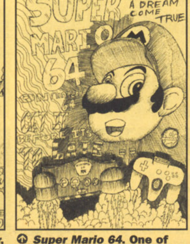


Diablo is huge. Not my cup of tea but it's obviously someone's (no name).





Another action-packed CVG cover, with *Ultimate MK*? *Monster Trucks*? hmmm... thanks Greg Cooler.



Super Mario 64. One of the best games ever! And it's out now!!! Wahed Zarif



Mario Kart, one of many pics from the super Mohammed Patel.

If only you could see the real thing, In true 3D, thanks to Amy Reeves.

drawinz wot you dun

Send 'em in to:

drawinz wot you dun

CVG, Emap Images, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.

SOUL EDGE

THE BASIC GUIDE TO MASTER SWORDSMANSHIP 2

Having some trouble with the Edge Master's Mode? This is your lucky month as the man from Oxford, Yas brings us the second instalment in his *Soul Edge* guide with the solutions to the final weapon question and some alternative tactics.

SECRET CHARACTER, AGAIN!

Too late for last month was the discovery of Seung Mina's father. Han Myong has the moves and floating combos of Hwang and Mitsurugi, but with speed equal to that of Taki and Li Long, making him one of the most powerful characters in the game. To make him selectable, finish the game twice with Seung Mina on both of her endings. But make sure that you don't use any of her special weapons.







Once activated, you can find Han Myong next to Siegfreid on the character select screen. He's one of the rock hardest characters!

SECRET CHARACTER RUMOURS!

There are rumors of more secret characters - to be more specific, Tanegashima (the man with the gun on Mitsurugi's ending), Bangoo (Rock's lover), Chie (Li Long's wife), alternative Taki, the Diver (the diver on Soul Edge's ending),



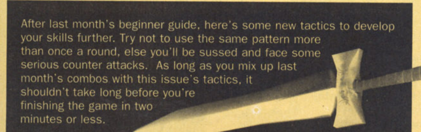




Are any of these bit-part characters, hidden playable characters in the game? Rumours say so, but we want evidence!

THE FINAL WEAPON QUESTION

The Edge Master mode is one great addition that makes the home version better than the arcade. But if you've got the Japanese version and can't read Japanese, it can prove very frustrating. So here's the answer to the most common query. The final weapon is usually one step back from Spain once you've defeated Cervantes. If the weapon doesn't happen to be there, move another episode back and if your character sits down in despair when you lose, that's where the weapon will be. If you're incompetent enough to lose again, go forward an episode and that should be the next location of the hidden weapon.



After last month's beginner guide, here's some new tactics to develop your skills further. Try not to use the same pattern more than once a round, else you'll be sussed and face some serious counter attacks. As long as you mix up last month's combos with this issue's tactics, it shouldn't take long before you're finishing the game in two minutes or less.

KEY	
H	Horizontal attack
V	Vertical attack
K	Kick
G	Guard

This is a beginner's guide to *Soul Edge* so be prepared to experiment after you've committed all these attacks to your memory. Remember, being able to do the moves during practice is nothing if you can't do it in a fight, okay?



ROCK

Rock can be very effective at confusing human opponents when you mix long and short range together. Start the round with a variety of short range attacks and when you think you've lured your opponent into forgetting the fact that Rock is primarily a long range character, bring on the rampage from afar!

SHORT RANGE LURE

1


2


3


4


5


6


- **CLOSE RANGE FOLLOW UP 3: towardsx2+V - quarter circle away+V+G.**
- **CLOSE RANGE FOLLOW UP 1: at the edge of the ring, towards+K - away+V.**
- **CLOSE RANGE FOLLOW UP 2: away+V - towardsx2+V - towardsx2+V (if your technique is perfect, you can keep on doing the Head Splitter as it has an invincibility period at the beginning of the move).**

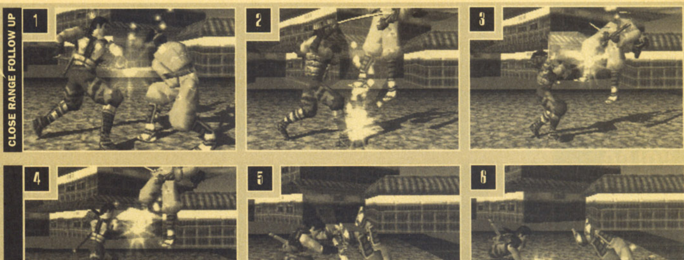






MITSURUGI HEISHIRO

Mitsurugi has proven himself to be one of the most versatile characters in the game, as he can control the pace of the fight with the greatest of ease. Try to use a combination of both long and short range attacks to make guard impacting a difficult task.

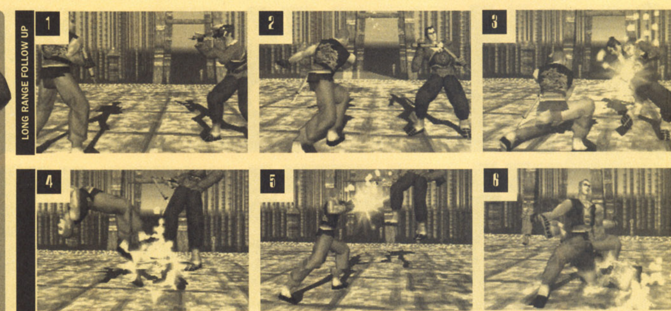


- **CLOSE RANGE FOLLOW UP COMBO:** down towards+H (used as a counter) - down towards+V - away+H - down toward+H - little jumping slash.
- **LONG RANGE FOLLOW UP COMBO:** dash back - away+H - if blocked Vx2 - H - down+H - down towards+H - little jumping slash.
- **CRITICAL EDGE DUMMY:** Critical Edge - even if blocked - Critical Edge+G (G stops the CE) - down+H - down towards+H.



LI LONG

Though he uses a different weapon to Mitsurugi, Li Long is similar in style except his nunchukas don't retract as cleanly. But this can be used to your advantage as the swinging nunchukas are the hardest weapon to effectively guard impact against.



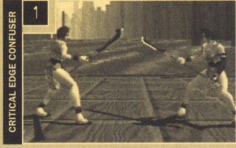
- **LONG RANGE FOLLOW UP COMBO:** away+H - if blocked down+H - K as you're getting up - Hx3 - down towards+K.
- **CLOSE RANGE FOLLOW UP:** down towards+K - V+H (this pattern can be used very often as the K and the V+H has hardly any recovery time).
- **TRICK FLOAT:** down+K - towardsx2+V - if floated high, V+H - if normal, Hx3.

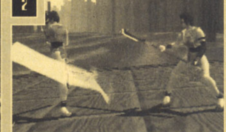


SEUNG MINA

Her weapon might be designed solely for long range fighting, but Seung Mina is more than capable of fighting effectively at close range. It's best to keep your opponent at bay with quick long range stabbing attacks and when they become desperate, go in for kill throws and kicks.

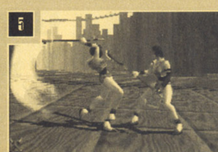
CRITICAL EDGE CONFUSER

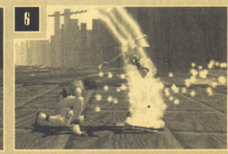












- **CRITICAL EDGE CONFUSER:** against human opponent, Critical Edge+G - unblockable move.
- **LONG RANGE FOLLOW UP:** The choice is yours!
- **CLOSE RANGE FOLLOW UP:** away towards+K - if blocked, guard impact immediately - uppercut - uppercut - down towards+K - little jumping slash.

SOUL EDGE



VOLDO

Many dismiss Voldo as an unplayable mess, but players with class know his eccentric movement can be used to their advantage. Many of his moves look very similar and this should be used to full effect on all incompetent challengers.

UPPERCUT BAIT









- **UPPERCUT BAIT:** uppercut - down+Vx2 - down towards+Hx5 - little jumping slash.
- **GUARD IMPACT BAIT:** dash back - guard impact (to lure enemy closer) - uppercut - Demon Elbow.
- **DEMON ELBOW CHEESE:** down+K - Demon Elbow - (the sweep is only used to make enemy block low. If they fall, follow with down towards+Hx5).



TAKI

Lightning fast combos and close quarter combat is what you have to master with the Kunoichi, Taki. Though she has little in terms of long range attacks, she has multi-height combinations that can be employ in close. A good choice for the competent player to move on to.

MID RANGE GUARD IMPACT

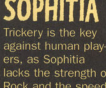








- **MID RANGE GUARD IMPACT TACTIC:** towards+H - Vx5 (Should tempt enemy to counter, giving you time to guard impact) guard impact immediately - V+G.
- **MID RANGE GUARD IMPACT FOLLOW UP:** guard impact - V+G.
- **CRITICAL EDGE DUMMY:** CriticalEdge+G - Critical Edge (Taki's Critical Edge is very fast to execute so have faith!).

SOPHITIA

Trickery is the key against human players, as Sophitia lacks the strength of Rock and the speed of Taki. In the right hands Sophitia is one of the most annoying characters for your opponent. And once a player is frustrated, mistakes are sure to be made.

FLIP KICK









- **FLIP KICK:** Vx3 - up towards+K H or - if blocked K
- **TRICK KICK:** Hx4 - guard impact opponent's counter strike then down away+K - down towards+V - little jumping slash.





SIEGFRIED

Seigfreid is one of the easier characters to use as a majority of his good attacks are really easy to perform. But as he is fairly slow, you must make up for this short coming by using distance and controlling the pace of the fight.

UNBLOCKABLE HIT








- **UNBLOCKABLE HIT:** forward stab - walk back two paces - wait until they start rolling on the floor - unblockable hit .
- **LOW TEMPO TACTIC:** Good if you're getting attacked mercilessly - back dash - forward+V and keep them away with the forward stab until you're ready.
- **FORWARD STAB FOLLOW UP:** towards+V - towards x2+H+V - down towards+K - little jumping slash.



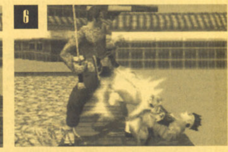
HWANG

Hwang/Han Myong is a nice alternative to Mitsurugi and Li Long if you're getting bored of using the two 'normal' characters, but don't want to learn a completely new fighter. He shares some of Seung Mina's kicks, so use these on occasion as a break from the usual Mitsurugi/Li Long attack pattern.

CRITICAL EDGE DUMMY





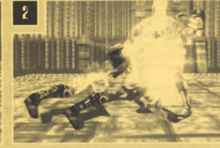
- **CRITICAL EDGE DUMMY:** Critical Edge - even if blocked - Critical Edge+G (G stops the CE) - down+H - down towards+K .
- **LONG RANGE FOLLOW UP COMBO:** dash back - away+H - if blocked Vx2 - H - down+H - down towards+K - little jumping slash.
- **CLOSE RANGE FOLLOW UP COMBO:** down towards+H (used as a counter) - down towards+V - away+H - down toward+K - little jumping slash.



CERVANTES

Cervantes, the man who walks around like he's got a big cack in his pants, can be very deceptive and relentless if used by an expert. His VVV attacks can be countered easily, so it's best to mix the simple moves in with the more fantastic ones to get the best results.

DUMMY SKULL DIVER





- **DUMMY SKULL DIVER:** for use against human players only quarter circle away+H - quarter circle away+H - quarter circle away+V.
- **SKULL DIVER RING OUT:** for use against the CPU fighter only - knock opponent down - start the quarter circle motion as the enemy gets off the floor.
- **WEAPON LOST JUGGLE:** as the opponent loses their weapon, down away+V - down+K.

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• **MEGADRIVE,** 2 CONTROL PADS (1 SIX BUTTON) + 18 GAMES, INCLUDING; MK3, MM2, THEME PARK AND TOY STORY. £150. TEL 01634 365762

• **PLAYSTATION, 2 PADS,** MEM CRAD, 8 GAMES INC. F1, TEKKEN 2, RES, EVIL, RTACK & FIELD. ALL IMMACULATE £350 CALL 01582 821364

• **PLAYSTATION WITH TEKKEN,** F1, FIFA 97, EARTHWORM JIM 2, MEM CARD + 2 CONTROLLERS + 3 DEMO DISCS £230 CALL 01371 810113

• **SWAP SNES WITH 12 GAMES** FOR PLAYSTATION WITH GAMES. PHONE AFTER 5PM YOU MUST COLLECT. 01843 866753

• **FOR SALE MEGADRIVE 2** WITH 2 PADS AND 9 GAMES. ALL FOR £60 (ONLY 4 GAMES BOXED) CALL 01926 771640 5 - 8.30 PM.

• **WANTED UK MEGADRIVE** WITH STREETS OF RAGE 2 AND 2 PADS. EVERYTHING MUST BE BOXEDWITH INSTRUCTIONS AND IN GOOD CONDITION. WILL PAY £30. CALL 0113 2628554

• **SEGA MEGA DRIVE,** MEGA CD 2, 7 CARTRIDGE GAMES + 29 CD GAMES. 3 PADS (2 ARE 6 BUTTON) £200 OR SWAP FOR SATURN & GAMES. CALL 0121 6054708

GAMES

• **MEGA DRIVE,** 9 GAMES, GUN, STEERING WHEEL, 2 JOYSTAICKS + 1 PAD, ALL BOXED AS NEW, IN EXCELLENT CONDITION £125. 01203 768137

• **FOR SALE: SNES** WITH 2 CONTROLLERS + 3 GAMES. £100 ONO. TEL: 0181 248 0893

• **WILL SWAP SNES** WITH 12 GAMES & JOYPAD FOR PLAYSTATION WITH GAMES. OR WILL SELL FOR £175. HARDLY USED. CALL 01487 812259

• **SNES BOXED,** 5 GAMES INC. MK3 £75 ONO. TEL 0113 2753962

• **SNES & 6 GAMES** FOR SALE (INC. YOSHIS ISLAND). CALL ALEX ON 0181 993 4294 AFTER 6PM.

• **SNES WITH 4 GAMES,** PAD & SUPER GAMEBOY + SUPER 16 PAD. ALL FULLY BOXED FOR £150. CALL 01634 575422

• **SEGA SATURN** WITH 2 PADS & 7 GAMES INC. VF2, FIGHTING VIPERS, SFA2, SEGA RALLY. £350 ONO. CALL TOM ON 0976 665645

• **MEGADRIVE,** 2 - 6 BUTTON PADS, PLAUS 20 GOOD GAMES. WILL SWAP FOR SEGA SATURN PLUS SOME GAMES. CALL 01757 706969

• **VECTREX** WITH COSMIC CHASM, SCRAMBLE & MINE STORM. ALL BOXED WITH INSTRUCTIONS. IN EXCELLENT CONDITION £300 ONO – 01403 258174 AFTERNOONS.

• **PLAYSTATION,** 9 TOP GAMES, MEM. CARD, DEMO DISCS & CONTROLLER. ALL BOXED. £365 PHONE: 0141 563 8389

• **NEO GEO CART SYS.** 7 GAMES, JOYSTICK & JOYPAD, FR/SCART LEAD £250. ATARI JAG. 9 GAMES, 2 PADS, RF/SCART LEADS £100 OR SWAP FOR NEO GEO CD WITH/WITHOUT GAMES. CALL 01252 511878

• **MEGADRIVE 1,** 2 PADS, & SONIC. HARDLY USED. £45 CALL 0181 8454875 WEST LONDON

• **SATURN** WITH MANY GOOD GAMES, 2 PADS, RF UNIT. WILL SWAP FOR PLAYSTATION + GAMES + 1/2 PADS. CALL GREG ON 01784 242441

• **MEGADRIVE FOR SALE:** 6 GOOD GAMES, GAME GENIE, 2 PADS (1 SIX BUTTON) + CARRY CASE. £150 ONO CALL 01223 573356

• **AMIGA CD32:** 2 PADS, MOUSE, 13 GAMES INCLUDING JUNGLE STRIKE & LIBERATION, 10 MAGAZINES WITH COVER CD'S, OVER 100 PD/SHAREWARE GAMES ON THEM £69 ONO. CALL 0151 6084753

• **SUPER NINTENDO,** 2 PADS & MOUSE, MARIO PAINT, BOXED + 12 MORE GAMES £140 CALL PAUL ON 0115 9527955

• **PLAYSTATION,** 7 GAMES INC. F1, RR, DIE HARD, 2 PADS, MEM. CARD & 7 DEMO DISCS. £250 ONO. US RES. EVIL £25. CALL 01925 814565

• **AMIGA 500+** LOTS OF GAMES, 3 JOYSTICKS, DISK DRIVE, ACTION REPLAY 3 SELL FOR £80. TEL 01902 822404

• **VECTREX GAMES** – 18 TITLES £8 TO £25 EACH. VECTREX CONSOLES C/W MINESTORM SCREENS + INSTRUCTIONS ALL MINT £150 EACH INC. P&P – MARK 01226 206767

• **SATURN FOR SALE,** 7 GAMES, 21 DEMOS, 2 CONTROL PADS RF & SCART LEAD £350. TEL: 0121 3732515

• **SATURN & SEGA RALLY,** X-MEN, WWS97, T.RAIDER, V. COP + GUN, V. FIGHTER, XMAS NIGHTS, GUN GRIFFON, 2 PADS, RF/SCART, MEMORY CARD £295. TEL: 01924 825627 (ALL MINT)

• **PLAYSTATION,** 2 PADS, LINKUP CABLE, MOUSE, 4 WAY ADAPTOR, 10 GAMES INC. TEKKEN 2, RES. EVIL, TRACK & FIELD. EVERY OFFICIAL PLAYSTATION MAG. SENSIBLE OFFERS PLEASE! CALL 0181 3174262

• **JAGUAR WITH CONTROLLER** AND 5 GAMES FOR SALE AT ONLY £90 ONO. OR SWAP FOR CDI WITH GAMES. PHONE PAUL ON 01452 812942

• **SNES GOOD CONDITION,** 8 GAMES INC. DCK2 AND UNIRALLY £250 CALL 0181 7318029

• **UK N64,** FORGOT TO RESERVE YOURS? SHOPS ALL SOLD OUT? CALL ROB ON 01323 470442 ALSO TOP PLAYSTATION TITLES FOR SALE

• **SWAP SATURN,** 2 PADS, VF2, V-ON, SEGA RALLY, CHRISTMAS NIGHTS FOR PLAYSTATION + 2/3 GAMES. TEL CHRIS 01788 567172

• **SWAP MY MD** FOR YOUR SNES. MD WITH 2 PADS 19 GAMES, SNES MUST HAVE AROUND THE SAME, + MAYBE PILOTWINGS. TEL: 0181 9415967

• **PC ENGINE PAL**/JAP 50/60 HZ SWITCH, 2 PADS, 5 PLAYER TAP BOXED VGC OFFERS OR SWAPS. CALL NEIL ON 01623 459215

• **JAP PSX,** 2 PADS, 1 CARD, TEKKEN1/2, RR 1/2, TOSHINDEN 2, RAIDEN PROJECT £300. 01773 857752 PHIL. 24HR ANSWERPHONE - DERBY AREA.

• **PLAYSTATION WITH 12 GAMES,** TEKKEN 2 ETC. 5 WEEKS OLD, BOXED AND GUARANTEED £350. CALL 01743 355290

• **ATARI JAGUAR** + 2 PADS & 13 GAMES INCLUDING; DOOM, WOLFENSTEIN 3D, TEMPEST 2000 AND THEME PARK £250 OR SWAP FOR PLAYSTATION. ASK FOR GAVIN 01959 701264

• **SPECTRUM GAMES FOR SALE.** HUNDREDS OF TITLES AT VERY LOW PRICES. SEND SAE FOR LIST TO: J. DAVIES, 12 BUCKINGHAM AVENUE, LIVERPOOL, LI7 3BB

• **SWAP PAL WIPEOUT 2097** & US RETURN FIRE FOR JAP SF ALPHA OR JAP RPG. CALL PAUL ON 01279 831257

• **WILL SWAP MY HI - OCTANE** (SAT) FOR VIRTUA COP2 WITH GUN, OR ANY OTHER DECENT GAME. 01202 698371

• **SWAP JUMPING FLASH** WITH BOX + INSTRUCTIONS FOR DISC WORLD OR FIFA 96 (PS) ALL MUST HAVE BOX + INSTRUCTIONS. CALL 01274 638554

• **PLAYSTATION GAMES** - DESTRUCTION DERBY, TEKKEN AND XTREME GAMES £25 EACH. MASTER SYSTEM GAMES; SHINOBI & CHASE HQ £4 EACH, BOTH FOR £6 CALL 01249 891850

• **PLAYSTATION GAMES**: DIE HARD, SF ALPHA £15 EACH OR £25 FOR BOTH. ALSO TEKKEN, WWF, AIR COMBAT (ALL US) £20 EACH OR £45 THE LOT. CALL 0171 2477726

• **STREET FIGHTER ZERO 2** (JAP) £30 OR WILL SWAP FOR UK OR US VERSION. RESIDENT EVIL (USA) £25 BOTH ON PLAYSTATION. CALL (IRE) 021 543993

• **PC ENGINE GAMES** WANTED FOR CASH, JAPANESE OR AMERICAN. GOOD PRICES PAID. TEL 0973 987361

• **THE THREE GAMES THAT I WANT TO SELL ARE,** DONKEY KONG LAND, TETRIS AND MEGA MAN (ALL ON GAMEBOY) CALL 01684 569068

• **TUNNEL B1 & OLYPIC SOCCER £45** THE PAIR OR WILL SWAP FOR SIM CITY 2000. THEME PARK OR DD2. CALL 01795 532598

• **WILL SWAP RISE OF THE ROBOTS** & EQUINOX FOR THE FOLLOWING SNES GAMES: DONKEY KONG 1,2 OR 3. CALL AARON 01277 218667

• **WANTED: THE ORIGINAL FINAL FANTASY 1** & MASTER SYSTEM PHANTASY STAR 1 GAMES. PHONE DAVE 01265 836946 AFTER 6PM

• **MEGADRIVE & SNES RPG'S** INC. FF3, SHADOWRUN, SOULBLAZER & SNES ANIME GAMES FOR SALE. PHONE DAVE 01265 836946 AFTER 6PM

• **GAMEBOY GAMES FOR SALE** £4-8 GOOD CONDITION, ALL WITH CASES & BOOKLETS. GAMES INCLUDE DKC AND TOP RANKING TENNIS. CALL IAN ON 01784 885724

• **UK SATURN GAMES:** PANZER DRAGOON £20, ULTIMATE MORTAL KOMBAT 3, THUNDERHAWK 2, EXHUMED £25 EACH. ALL AS NEW. JAGUAR GAMES AVAILABLE. TEL: 01244 314405

• **I WOULD LIKE TO SWAP PLAYSTATION GAMES.** I HAVE F1, 3D LEMMINGS AND MK3. I WOULD LIKE MOSTLY RACING GAMES. CALL DEAN ON 01222 689376

• **SNES GAME** – CHRONO TRIGGER + US ADAPTOR + ACTION REPLAY + CONTROLLER £25. CALL RALPH 01825 733446

• **I WILL SWAP SUPER SKID-MARKS** FOR SUPER MARIO KART ON SNES CALL RICHARD ON 0161 7986409

• **STREET FIGHTER ALPHA 2,** UK PAL FOR SNES £28 ONO. I.S.S.D. UK PAL £22 ONO, OR BOTH FOR £45 ONO. CALL 0181 9985546

• **PLAYSTATION GAMES,** RESIDENT EVIL £25, SFA, DOOM, RRR £20 EACH, MK3, THUNDERHAWK 2, PRIMAL RAGE £15 EACH, TOSHINDEN, ZERO DIVIDE, RAYMAN £10 EACH. CALL BEN ON 01992 524455

OTHERS

• **WANTED: CHRISTMAS NIGHTS US/JAP PREFERED,** BUT WILL TAKE UK. WILL PAY £20 BOXED PLUS INSTRUCTIONS. CALL SAM 0181 3995076

• **FOR SALE: PAIR OF INLINE ROLLERBLADES,** BLACK SIZE 8 3 MONTHS OLD. VGC. £25. CALL KEVIN ON 0181 5038915 FROM 4.30 – 9.30 PM.

• **C&VG MAGAZINES 1988 – JAN 97** APPROX 75 - 80 ISSUES. £60 BUYER COLLECTS OR PAYS POSTAGE. PHONE WASIM 01494 520786

• **WANTED NEO GEO CARTRIDGE GAMES,** EVERY THING CONSIDERED. PHONE JAY 01703 677109

• **FIRST ISSUES OF EDGE,** OFFICIAL PLAYSTATION MAGAZINE, CRASH, ZZAP64, SUPERPLAY & OTHERS. CALL FOR PRICES AFTER 6PM. 0113 2503291, ASK FOR RIK.

• **CAN ANYONE HELP WITH A GUIDE** FOR SHINING WISDOM. I'M STUCK. PLEASE PHONE CHRIS 01702 74001 THANKS.

• **CD32 GAMES,** VIDEO'S, CD'S SEND SAE FOR LIST TO: JUSTIN C, THE PENTHOUSE, PALM COURT APT'S, 8 RUNNACLEAVE RD, ILFRACOMBE, NORTH DEVON EX34 8AR

• **I WANT DOOM OR FINAL DOOM,** WILL SWAP FOR FADE TO BLACK OR WIPEOUT 2097. CALL 01295 270590 ASK FOR NEIL

• **EXTREME GAMES** FOR PLAYSTATION £10. CALL 0181 7153844 ASK FOR GARY

• **WANTED LETHAL ENFORCERS 1 OR 2** WITH LIGHT GUN. PHONE 01608 685581

• **PC ENGINE GAMES** WANTED – GUNHEAD, SALAMANDER, LIQUID KIDS, R-TYPE, SPLATTERHOUSE, RAIDEN, AEROBLASTERS, TIGER HELI, PC KID 2 £20 EACH. TEL 01603 407380

• **A1200 WITH 6 MEG RAM,** COLOUR MONITOR, DISK DRIVE + SOFTWARE TO SWAP FOR PAL PLAYSTATION WITH OLYMPIC SOCCER & F1. CALL 01733 324024

• **WANTED M/F PENPALS, 20+.** SEGA FANS ONLY! WRITE TO ADRIAN ARCHER AT 1131 NEWHAM WAY, EAST HAM, LONDON E6 4JJ. I'M 25, SEGA RULES!!!

FREEPLAY HIGH SCORES

Write down your best records for the latest games and send them in to us. If possible, keep proof in the form of a screen photograph or a video of you actually setting the record in case we find your score hard to believe. For next month we want more *Cool Boarders* scores and times (it's going to be pretty hard to beat Matthew Hopkins' records, we know), official *Wave Race 64* times, and some more import *Mario Kart 64* records. Send everything to our new address:

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

COOL BOARDERS (PS)

All scores (except one) by
Matthew Hopkins (MATT) from Crewe.

NOVICE
Best Time 1'02"251
Best Total Points 7448
Best Trick Total 4127
Best Trick 1313
(fakie to misty 1080° tail grab)

ADVANCED
Best Time 2'10"284
Best Total Points 6213
Best Trick Total 2914
Best Trick 924
(misty 720° tail grab)

EXPERT
Best Time 2'17"095
Best Total Points 6657
Best Trick Total 3065
Best Trick 843
(fakie to misty 540° tail grab)

SPECIAL
Best Time 2'37"806
Ady Leyland (ADY), Lancashire
Best Total Points 4850
Best Trick Total 2884
Best Trick 794
(fakie to misty 540° tail grab)

EXTRA
Best Time 1'15"319
Best Total Points 11920
Best Trick Total 8294
Best Trick 1926
(fakie to misty 1800° tail grab)

RESIDENT EVIL (PS)

Completed in 01:43'06
Hannu Grano, Klaukkala, Finland

SOUL EDGE (PS)

Arcade Mode 1'36 (Hwang)
Yasuhiro Hunter (YAS), Oxford

STAR GLADIATOR (PS)

1'48"87 Level 8 (Rimgal)
Yasuhiro Hunter (YAS), Oxford

RIDGE RACER REVOLUTION (PS)

NOVICE
Best Lap 0'43"193
Paul Beckett, Shropshire
Best Race 2'16"405
Ian T, Canterbury

NOVICE EXTRA
Best Lap 0'43"877
Paul Beckett, Shropshire
Best Race 2'13"169
Revo Jaansoo and Toomas Veeber (XL.)

INTERMEDIATE
Best Lap 0'59"220
Thomas Darbyshire, Wigan
Best Race 2'59"705
Miroslav Jeftic (M.J), Ruma, Yugoslavia

INTERMEDIATE EXTRA
Best Lap 1'00"431
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'05"762
Miroslav Jeftic (M.J), Ruma, Yugoslavia

EXPERT
Best Lap 1'02"925
Ben Williams (B.W), Glos.
Best Race 3'13"218
Matthew McMillan (MAT), Bearsden

EXPERT EXTRA
Best Lap 1'02"459
Matthew McMillan (MAT), Bearsden
Best Race 3'16"774
Miroslav Jeftic (M.J), Ruma, Yugoslavia

TEKKEN 2 (PS)

86 Wins (Jack 2)
Yasuhiro Hunter (YAS), Oxford

Time Attack 1'57"96 (Bruce)
Yasuhiro Hunter (YAS), Oxford

WIPEOUT 2097 (PS)

Phantom Class Times

TALON'S REACH
Best Lap 0'18"0
Toomas Veeber (XL.), Amsterdam
Best Race 1'38"9
Toomas Veeber (XL.), Amsterdam

SAGARMATHA
Best Lap 0'22"0
Mark Andrews (WAL), Warwick
Best Race 1'54"6
Mark Andrews (WAL), Warwick

VALPARAISO
Best Lap 0'35"4
Mark Andrews (WAL), Warwick
Best Race 3'02"3
Mark Andrews (WAL), Warwick

PHENITIA PARK
Best Lap 0'29"0
Mark Andrews (WAL), Warwick
Best Race 2'43"3
Mark Andrews (WAL), Warwick

GARE D'EUROPA
Best Lap 0'35"8
Mark Andrews (WAL), Warwick
Best Race 3'17"7
Mark Andrews (WAL), Warwick

ODESSA KEYS
Best Lap 0'36"3
Mark Andrews (WAL), Warwick
Best Race 3'13"6
Mark Andrews (WAL), Warwick

VOSTOK ISLAND
Best Lap 0'34"3
Mark Andrews (WAL), Warwick
Best Race 3'05"6
Mark Andrews (WAL), Warwick

SPILSKINANKE
Best Lap 0'30"3
Mark Andrews (WAL), Warwick
Best Race 2'47"7
Mark Andrews (WAL), Warwick

FIGHTERS MEGAMIX (SAT)

Survival Mode, *FV* Setting, Wolf Stage

3 Mins, BM 24 Wins
Jonathan Town, Wakefield
7 Mins, Urabahn 31 Wins
Paolo Tarvilli (ZAK)
15 Mins, Rentahero
98 Wins (cheesy)
Ed Lomas (EDD), CVG

ATHLETE KINGS (SAT)

Arcade Mode 12,708
David Hines (GNR), Doncaster

STREET FIGHTER ALPHA 2 (SAT)

Survival Mode
5'01"83 Level 8
David Hines (GNR), Doncaster

2,648,300 Level 8
David Hines (GNR), Doncaster

DAYTONA USA: CCE (SAT)

Three Seven Speedway
0'15"24
Clifford Bonney (C.B), Oxford

National Park Speedway
0'31"76
Clifford Bonney (C.B), Oxford

Dinosaur Canyon
0'42"96
Clifford Bonney (C.B), Oxford

Seaside Street Galaxy
1'30"56
Clifford Bonney (C.B), Oxford

Desert City
0'44"24
Clifford Bonney (C.B), Oxford

CHRISTMAS NiGHTS (SAT)

2171 Link Attack
William Curley, Surrey
0'09"244 Time Attack
Romeo Mazzei (R.M), Amsterdam

NiGHTS (SAT)

Reala beaten with 107 seconds remaining
William Curley, Surrey
Jackle beaten with 102 seconds remaining
William Curley, Surrey
Wizeman beaten with 72 seconds remaining
Luke Bishop (BISH), Bournemouth

351 Link (Spring Valley 1)
Tom Russon
93030 Points (Spring Valley 1)
Tom Russon
505200 Points (Spring Valley)
Tom Russon

373 Link (Frozen Bell 1)
Paul Lautier, London
583300 Points (Frozen Bell)
Paul Lautier, London

395 Link (Splash Garden 1)
Paul Lautier, London

362 Link (Soft Museum 1)
Clifford Bonney (C.B), Oxford

WAVE RACE 64 (JAPANESE N64)

SANDY BEACH
Best Lap 0'21"412
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'07"395
Ronen Yitzhak, Bhei Brak, Israel

SUNSET BAY
Best Lap 0'23"226
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'14"372
Ronen Yitzhak, Bhei Brak, Israel

MILKY LAKE
Best Lap 0'25"256
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'18"732
Ronen Yitzhak, Bhei Brak, Israel

MARINE FORTRESS
Best Lap 0'23"944
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'21"779
Ronen Yitzhak, Bhei Brak, Israel

PORT PIRATE
Best Lap 0'28"510
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'28"103

CASTLE CITY
Best Lap 0'30"637
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'34"359

COOL WAVE
Best Lap 0'28"400
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'29"393
Ronen Yitzhak, Bhei Brak, Israel

SOUTHERN ISLAND
Best Lap 0'25"784
Ronen Yitzhak, Bhei Brak, Israel
Best Race 1'21"909
Ronen Yitzhak, Bhei Brak, Israel

WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.)

FREEPLAY
COMPUTER AND VIDEO GAMES,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON, EC1R 3AU



Desperate to prove to the world what a cool gamester you are? Found any great cheats? Achieved a monster high score? Suddenly happened upon the answer to life, the universe, and why Ed Lomas thinks Pink Floyd are cool? FreePlay is here to welcome you! Well, not you personally – your pieces of paper, tapestries, sculptures, and what-have-you. So long as it's useful to other video game players.

HIGH SCORES

There is no excuse for not sending in a cheap postcard, or sealed-down envelope bearing your high scores. If you're playing games, you ought to have some pride! High scores are the hottest sign of your dedication to the best games out there: Arcade, PlayStation, Saturn, N64, and PC. Even Game Boy. Come on!

MOST WANTED

Nothing gets printed in CVG unless the sender includes a Most Wanted list, okay! Tell us the names of the games you're dying to play. Not even that, there must be some games you would trade all your possessions just to *hear* being played! Tell us what they are. And we promise to find out more about them.

ART

Hunter kept on rolling out of the wrong side of his bed. Which alway put him in a bad mood. So we took his bed away, and now he's uncontrollable! Which means your artwork had better be exceptional from now on, otherwise you all get pieces of dump! Grrrr!

TIPS

Ed Lomas is ready and willing to open every single letter which comes through the door with 'Tips' written on it. However he's just as prepared to throw the contents in a bin if what's on offer is garbage.

CLASSIFIEDS

Those classifed ads are rolling in thick and fast, making the market place more competitive than ever. The only way to assure that your stuff gets sold, bought, or swapped (whatever you like) is to get it in early!

FANS!

Tell us what you love about your favourite game, company, or games machine – not what you hate the most about somebody else's! The whole point about FreePlay fan is for you to feel good about stuff. Not keep slagging each other off!

FANZINES

One of the best ways of getting started in the video games industry is by writing your own fanzine. Quality examples WILL get printed in FreePlay. This is your inroad, so make it good.

PLEASE TICK
(THE RELEVANT BOX)

FOR SALE	TO SWAP
☐ CONSOLE(S)	☐ CONSOLE(S)
☐ GAME(S)	☐ GAME(S)
☐ OTHER	☐ OTHER

NAME ....

ADDRESS ....

TEL NO. ....

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

CONTRIBUTION IN NO MORE THAN 25 WORDS

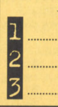
computer and video games

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MOST WANTED
IN ORDER OF IMPORTANCE

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2 ....
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computer and video games AGAINST PIRACY

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